

| Video Game Plan Form |
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| Name of Game: Number of Players: |
| Engineering Team: |
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| Duis 6 Decembration of Come Discus |
| Brief Description of Game Play: |
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| Player Features to Emphasize: |
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| Player Options (if any): |
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| |
| Operator Options: |
| Game Times: |
| Extended Play (describe score levels, amount of time, etc.): |
| Extended Flay (describe score revers, amount of time, etc.). |
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| Coinage: |
| Language(s): |
| Other Player Options: |
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| Overall Dimensions: Height Width Depth |
| Monitor Size: |
| |
| Other Factors: |
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Dictionary of Terms

Name of Game - What you will put on the box that people will reference the game by.

Number of players - How many players will be able to play at once either by taking turns or by playing at the same time

Engineering Team - Who is responsible for creating this thing?

Brief Description of Game Play -

What is the object of the game?

How is it played?

Player Features to Emphasize -

How does scoring work?

What are some of the strategies that players would use to win?

What are the tradeoffs of any special abilities?

Player Options -

What are the controls?

Are there any power ups and if so, what do they do?

Operator Options - These are simple configurations that can be adjusted by the end user or person installing the game cabinet

Game Times - Is there a time limit? Can the time limit be adjusted? Extended Play - Are there rewards for reaching certain amounts of points? Is it possible to earn more play time?

Coinage - How many initial lives does the player get? Is there a demo mode?

Languages - What language(s) will the text display?

Other Play Options - Can the starting number of lives be changed?

Overall Dimensions: What is the physical size of the game cabinet? Monitor Size: What is the size / resolution of the display?

Other Factors: Is there a top score display? Other special features?