

■ Game Loop Map

A printable worksheet to help you plan how your game will flow.

Use this worksheet to map the basic loop of your game. Think about what the player does repeatedly, and how

■ Player Action (What does the player do?)

■ Game Goal (What are they trying to achieve?)

■■ Game Reaction (How does the game respond?)

■ Feedback (What does the player see, hear, or get?)

■ What happens next? (Does the loop restart or change?)

Tip: You can print multiple copies to map different game ideas.