Simulator Game Design Sheet

What type of simulator are you going to build?	What will the player have to do?	Is your game for one player or two players?

Suggest objects you might use in your game? Think of ALL the items you will use, not just your main character. What about the background? (If you have a car, will you need a road?)

How will users control the objects in the game? What keys will they press to make the character do certain actions? Eg, SPACE=Jump, ARROW KEYS=Move character

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Sketch an example of the layout of your game. *(Use arrows to show how things will move and suggest where the player will need to go).*