

NAME: _____ CLASS: _____ DATE: _____

D12 Game Resources & Theme Worksheet for: _____ (Name of the Game)

Briefly Describe the Game:

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Resources:

<p>What is a resource in a game, generally speaking?</p> <p>Give some examples of resources that you have in this particular game:</p>	<p>If you could change or add one new resource, what would it be? Explain why:</p>
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Creation of Tension:

<p>How do these resources (or the lack thereof) make the game interesting, and lead to strategizing and game decisions? Explain:</p>	<p>Describe the #1 reason the resources in your game are important to making the game function, enjoyable, etc.:</p>
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Theme:

<p>Explain what theme is:</p> <p>Describe the particular theme for the game you played (if it doesn't have one, what theme would you suggest? Explain):</p>	<p>What about this game's theme do you like? Anything you dislike? Explain:</p>
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License:

<p>Does this game license any content from another source? Explain if it does; if it doesn't, what other theme / setting / characters might you suggest for potential licensing? Explain:</p>
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