

NAME: \_\_\_\_\_ CLASS: \_\_\_\_\_ DATE: \_\_\_\_\_

# D15 Game Resources & Theme Worksheet for: \_\_\_\_\_ (Name of the Game)

## Briefly Describe the Game:

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## Resources:

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

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

<p>Explain what theme is:</p> <p>Describe the particular <b>theme</b> 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 <b>like</b>? Anything you <b>dislike</b>? Explain:</p>
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## License:

<p>Does this game <b>license</b> 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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