

World Design Worksheet

This worksheet will assist you in the creation of the different areas of your game world, the *World Design Worksheet*. When designing a game, it is important that you keep track of the different maps, regions, or level screens, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. It is also very helpful to plan a visual layout of your game world and how the game may move from one area to the next. The worksheet will be broken down and explained to further help you get started creating the different areas of your game!

Worksheet 1: World Design Worksheet

This worksheet is the *World Design Worksheet*. It can be helpful to sketch out environments or scenes you plan to have in your game to get an idea of how various parts of your game world might fit together.

This worksheet is divided into twelve identical sections. At the top of each box, there is a spot to write the name of the region or area, as well as a grid for sketching a visual representation of the scene or area. There is also room to draw connecting lines between each of the boxes, to show how the player may progress.