

Name _____

Date _____

CONSTRUCT BEGINNER

Game Description:

Design Document

Game Objects:

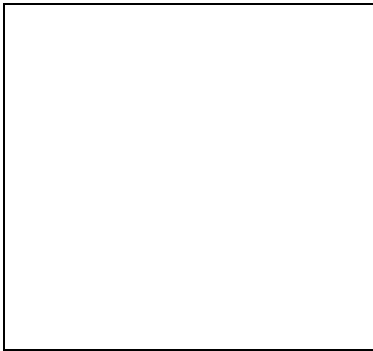
Sounds:

Controls:

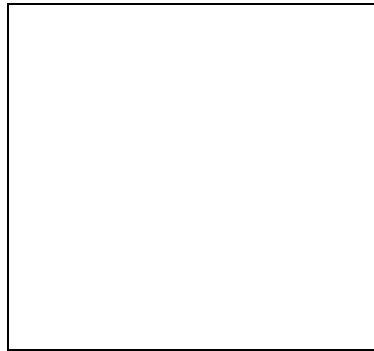
Game Flow:

Levels:

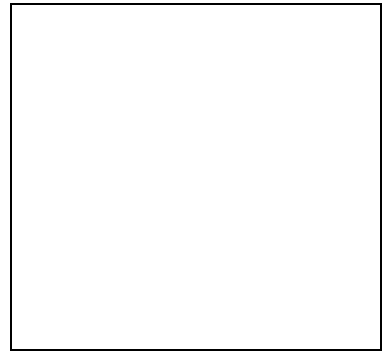
player



monster



weapon



background (optional)



explosion (optional)

