

# Design your own game

<b>Who is the player?</b>	
<b>What is the goal of the game?</b>	
<b>Who are the enemies?</b>	
<b>What are things that can help the player? E.g. collectibles?</b>	
<b>What are some extra features of the game?</b>	
<b>Who will test your game and give you feedback?</b>  <b>How will you know if your game is a success?</b>	