

Progression Chart

Fill in the chart below to show how your game will progress. Think carefully about what might change or stay the same as the player plays your game. Why will the player want to continue to play your game at the end of each level? Enter your **Game Elements** in the left hand column and show how each one will progress.

GAME ELEMENTS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5

Suggested **Game Elements**: Environment, Challenges, Reward, Goals, Non-Playable Characters (NPC) and **Mechanics**. Depending on your game design not all boxes may need to be filled in!