MACMEO Framework - SGDD

Generic data	
Name of the game:	
Purposes/objectives of the game:	
Target Public:	
Duration:	
Number of Players:	
Place to play:	
Similar games:	
Game description, type of game (max. 30 words):	

Game structure				
Conflict system	□ Competitive	□ Semi-collaborative	□ Teams	□ Collaborative
Time interactions	□ Turn-based	□ Real-time		
Information	□ Hidden	□ Semi-hidden	□ Open	
Progression	□ Constructive (building up)	□ Zero-sum	□ Destructive (decrease)	
Initial set up	□ Variable	□ Non-variable	□ Expandable	
Randomness	□ Input	□ Output	□ No randomness	
Narrative	□ Abstract	□ Defined theme	□ Defined narrative	□ Storytelling/emergent

Game space			
Definition of space	□ Fixed	□ Modular	□ Not defined
Size of play area	□ Small	□ Medium	□ Big
Space modeling	□ 2D	□ 3D	□ No representation
Spatial units	□ Quadrangular	□ Hexagonal	□ Variable form □ Relations and connections

Players/Avatars/Entities			
Types of Roles/entities	□ Abstract	□ Avatars	□ Generic entities
Powers and abilities	□ Always Asymmetric	□ Progressive/variable	□ Always Symmetric
Customization	□ Roles/entities choice	□ Customize roles/entities	□ No customization/choice
Player elimination	□ Permanent elimination	□ Temporary elimination	□ No player elimination

Components/Platforms/Graphics/Sound			
Platforms	□ Analogue	□ Digital	□ Hybrid
Physical components	□ Detailed/distinct pieces/controllers	□ Standard pieces/controllers	
Art Type	□ Minimalistic □ Cartoon	□ Realistic □ Unique aesthetic	
Graphical Art detail	□ Functional □ Detailed	□ Recognizable artists	
Graphical art impact	□ Only supports gameplay	□ Integrated in the system	□ Core for the game
Sound	□ Music □ Narration/voices	□ Simple sounds/alerts	□ No sound

Mechanics
Represented in the canvas scheme

End Game			
Win conditions	□ Complete goals □ High score	□ Last player standing	□ No win condition
Lose conditions	□ Fail goals □ Lose resources	□ No lose condition	
Player support/help	□ Allow undo □ Allow save/load	□ Several attempts	□ Rogue-like (one-shot)

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(1=low 7=high)	1	2	3	4	5	6	7
Mental and cognitive	□	□	□	□	□	□	□
Physical and motor	□	□	□	□	□	□	□
Social and emotional	□	□	□	□	□	□	□

Demanded Skills to play the game

Graphical/sematic description of the game

Decision and mechanical scheme (follow the example bellow)

→	Directional Flow
↔	Bidirectional Flow
⬭	Start/End
▭	Mid step
◇	Decision

EXAMPLE