

My Game Contract

SPEC SHEET • MAKING GAMES IN THE AGE OF AI • FALL 2026

Name _____

Grade _____

Class _____

I pick at least 3 • 5 • 7
circle yours • in addition to the F and T boxes

 **PEN – I pick it.** Circle the code and write the date. A pick is a promise, so it does not erase. At least 3 for grades 3–5, 5 for 6–8, 7 for 9–12, **in addition to** the F and T boxes. More is fine.

 **PENCIL – how is it now?** ☐ At every Spec Check, write ✓ solid • ~ shaky • ✗ broken. It erases because a spec that worked can break later. Fix before you add.

INITIALS – I showed it. ☐ Your teacher initials here when you show it working. **Don't tell me it works. Show me.** It still has to work at the end.

EVERYONE HAS THESE – ALREADY CIRCLED FOR YOU • **F = FOUNDATION** • **T = THEME**

STATUS • SHOWN

F1 Shipped Opens from a link; someone else plays it start to finish ALWAYS ON ☐	F2 Complete loop A start, a win, and a lose ALWAYS ON ☐	F3 AI directed and doubted Changed or rejected AI output and can say why • 3+ log entries ALWAYS ON ☐	F4 Look-back What went right, what went wrong ALWAYS ON ☐	F5 Presented Gave the showcase pitch ALWAYS ON ☐	T1 Theme My game fits Sanctified ALWAYS ON ☐	T2 Lens Chose a lens and can explain why ALWAYS ON ☐	T3 Verse Chose a verse • grades 6–12 ALWAYS ON ☐
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PICK YOURS

DATE • STATUS • SHOWN

LOGIC	L1 A rule I wrote and can explain date _____ ☐	L2 A number that changes on screen date _____ ☐	L3 Two numbers that affect each other date _____ ☐	L4 An enemy or obstacle with its own behavior date _____ ☐	L5 Winning needs more than one thing date _____ ☐	L6 Something saved between plays date _____ ☐	L7 One behavior used on 2+ objects date _____ ☐
	D1 Core mechanic in one sentence date _____ ☐	D2 Gets harder across 3+ challenges date _____ ☐	D3 A level that teaches without words date _____ ☐	D4 A real choice with no obvious answer date _____ ☐	D5 A balance change from playtest data date _____ ☐		
DESIGN	A1 One art style across the game date _____ ☐	A2 An animation, 2+ frames date _____ ☐	A3 Art I made myself, not generated date _____ ☐	A4 A HUD readable at a glance date _____ ☐			
	N1 Every important action makes a sound date _____ ☐	N2 Music that fits the mood date _____ ☐	N3 A juice effect on a key moment date _____ ☐				
ART	P1 Bug log, 3+ entries date _____ ☐	P2 Cut list, 2+ “won’t do” date _____ ☐	P3 A finished slice by the midpoint date _____ ☐	P4 Nothing new after feature freeze date _____ ☐	P5 Title screen and a restart date _____ ☐	P6 Rolled back a broken project myself, and logged it date _____ ☐	
	C1 Feedback given to 2 students date _____ ☐	C2 Feedback received, logged, acted on date _____ ☐	C3 Ran a watch-don’t-coach playtest date _____ ☐	C4 Helped someone without solving it for them date _____ ☐			
SOUND	I1 A prompt improved over 3+ rounds date _____ ☐	I2 Predicted an AI failure, and was right date _____ ☐	I3 Credits naming the AI tools date _____ ☐	I4 Overrode the AI and can say why date _____ ☐	I5 Made the AI fail on purpose, and wrote how date _____ ☐	I6 Caught the AI saying it worked when it didn’t date _____ ☐	I7 Followed the class AI rules; can name a hard moment date _____ ☐
	V1 Idea First: it started on paper • sketch in folder date _____ ☐	V2 Every decision traces to a person date _____ ☐	V3 My game’s words are in my voice date _____ ☐	V4 Used AI to build what I had already decided date _____ ☐			
PROCESS	X1 Spark List, 5+ entries with paths date _____ ☐	X2 Went back to 2+ sparks soon after date _____ ☐	X3 Used something from the Master Course library date _____ ☐				
TOGETHER							
AI							
VOICE							
EXPLORE							

Everything you pick has to still work at the end – not just the day you built it.

Scope small, finish strong.