Objective:
Practice articulating game ideas.

What to do:
1. Re-read Chapter 5 in Rouse that talks about game "Focus".
2. Come up with 3 original video game ideas. Think about the focus of each, and write a paragraph for each idea describing the game. The paragraph should give the reader a sense of the game's visual style and gameplay.
3. Come up with a title for the game.
4. Print out each paragraph on a separate sheet of paper and bring to class.