

# Planning Your Game

**Type of Government:**

**Goal of the game:** Example: Win the most points; be the only leader at the end.

**5 most important rules in your country:**

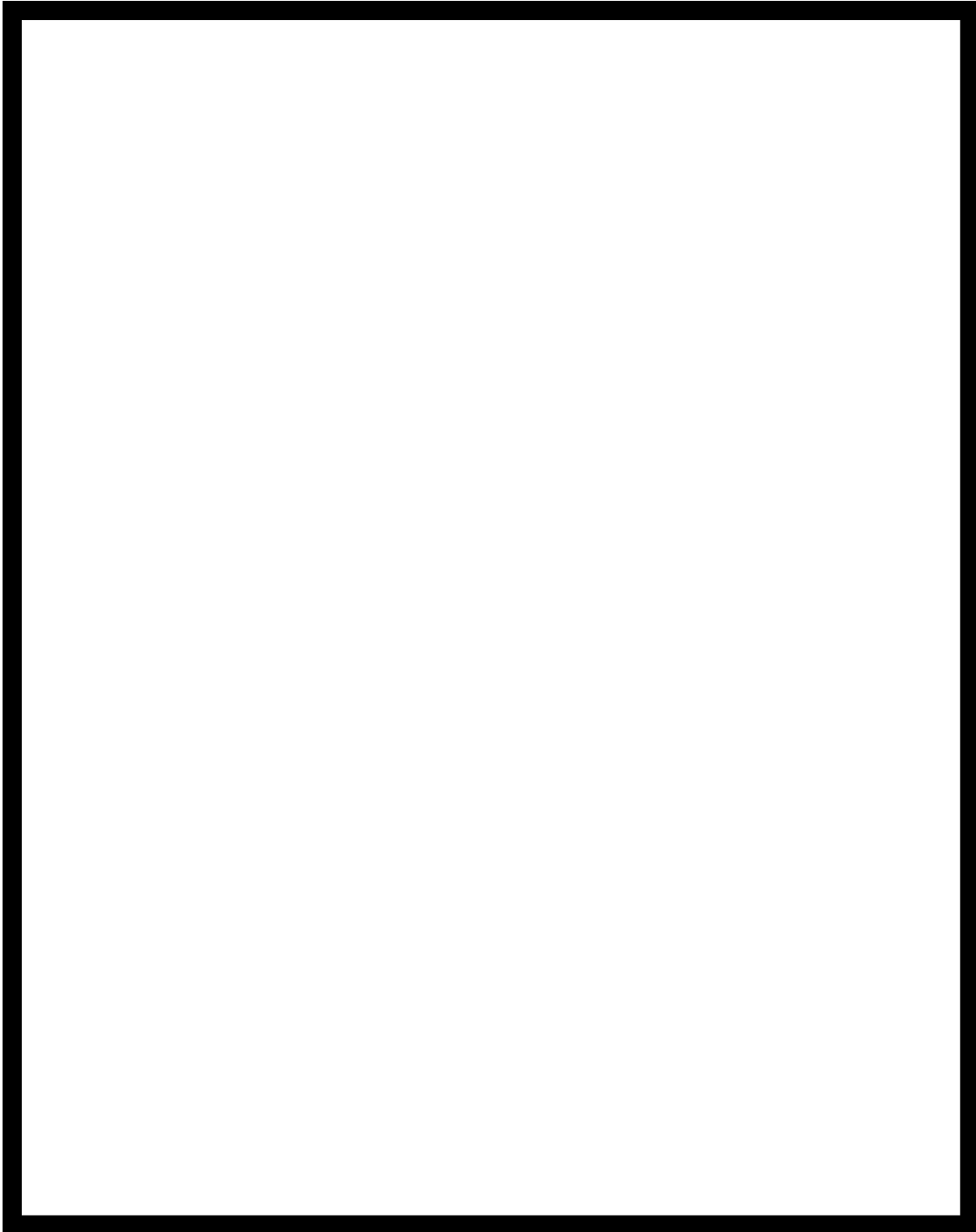
**What citizens can do if they don't agree with rules:**

**What will happen to citizens if they don't follow the rules:**

# Wireframe

## HOME SCREEN

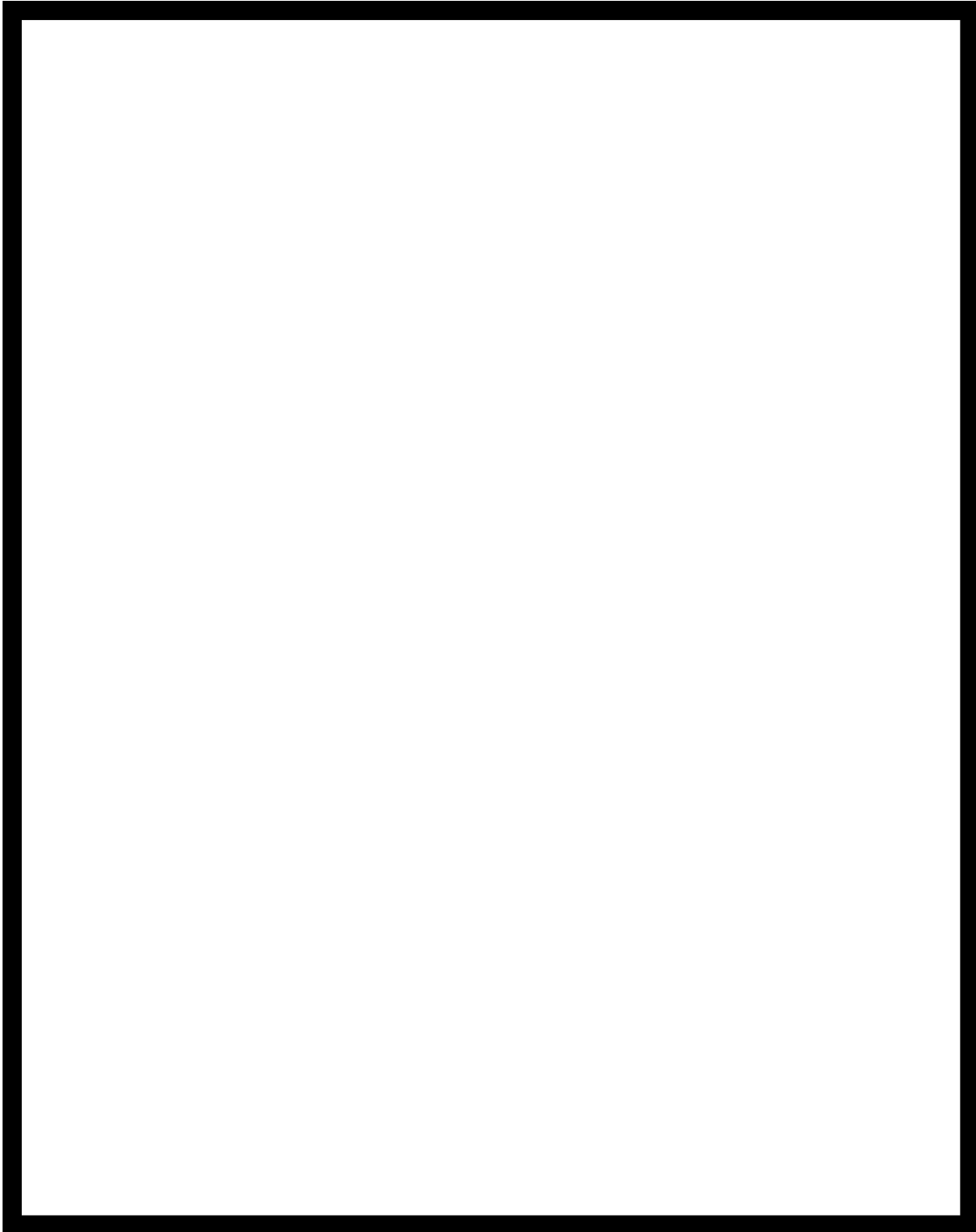
The home screen should include how people login, the name of the game, and picture of the game.



# Wireframe

**LEVEL 1**

**This screen can show the rules of the country.**



# Wireframe

## LEVEL 2

**This screen can focus on what happens to citizens if they do or do not follow the rules.**

