* The name of the game.
* The objects (starships, trucks, sling shots …) that will be part of the game.
* The objective of the game.
* The way to calculate the score of the game.
* The time limits imposed on the game.
* The game pieces (objects) that will be animated.
* The game pieces controlled by the game player (the program's user).
* The input devices used to control the game objects.
* Particular colors to include in the game.
* Determining when the game ends.
* The events that take place when the game ends.
* Keeping track of the highest game score achieved, and the name of the game player that achieved it.

**Figure 1.23 Common game features.**