

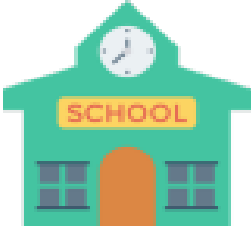
Making alterations to the model text

Imagine the game was found elsewhere and that the story was set somewhere other than a school.

Some ideas stay the same

- A game is found
- A creature comes out of the game (maybe the creature you planned yesterday)
- The creature does something

Use the planner to consider what would happen in this different setting.

Instead of:	Your ideas:
	
... what comes out of the game?	
... what will it do?	
... extra ideas	