

THE FUN CHECKLIST

From *Theory of Fun for Game Design*, by Raph Koster

Name your game idea...

Describe your game idea...

☐

Do you have to **prepare** before taking on the challenge?

☐

Can you **prepare in different ways** and still succeed?

☐

Does the **environment** in which the challenge takes place **affect the challenge**?

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Are there **solid rules** defined for the challenge you undertake?

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Can the core mechanic support **multiple types of challenges**?

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Can the player bring **multiple abilities** to bear on the challenge?

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At high levels of difficulty, does the player **have to** bring multiple abilities to bear on the challenge?

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Is there **skill involved** in using an ability? (If not, is this a fundamental “move” in the game, like moving one checker piece?)

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Are there **multiple success states** to overcoming the challenge? (In other words, success should not have a single guaranteed result.)

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Do advanced players get **no benefit** from tackling easy challenges?

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Does failing at the challenge at the **very least** make you have to try again?