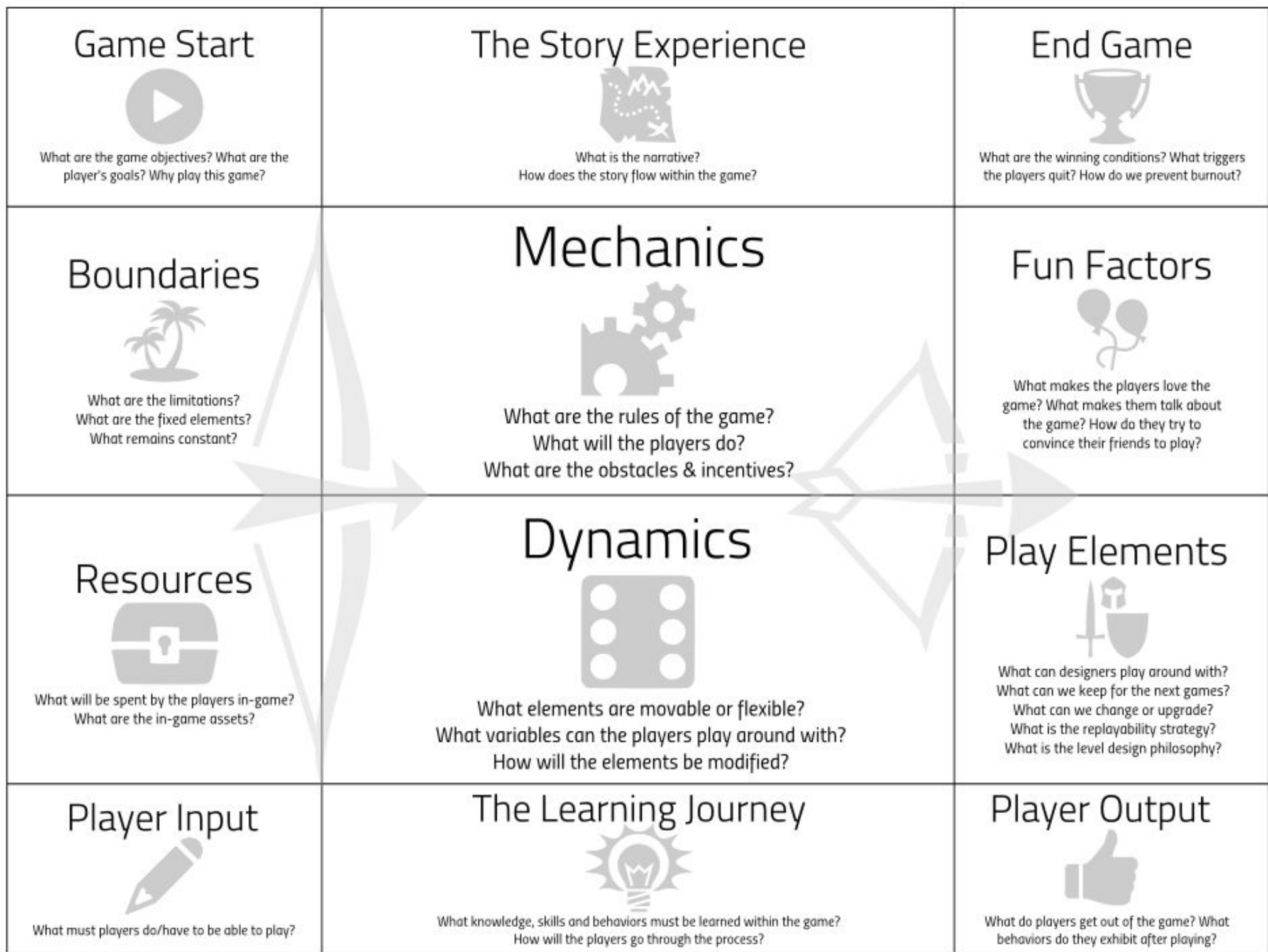















Gameplay Design Canvas

by Ari Bancale



Game Start Game objectives. Player goals. Why play? 	The Story Experience Game narrative. Timelines & pacing. Sensorial elements. 	End Game Win conditions. Quit triggers. Burnout balance. 
Boundaries Limits. Fixed elements. Constants. 	Dynamics Movable parts. Overlapping Variables. Modifiables. 	Fun Factors Appeal. Anticipation. Virality 
Resources In-game currency. Assets. Time. 	Mechanics Rules. Obstacles. Incentives. 	Play Elements Emergence. Change. Replayability. 
Player Input Real life skills & assets. 	The Learning Journey Communication. Feedback loops. Mastery. 	Player Output Real life action items. 