Gameplay Design Canvas

by Ari Bancale



What are the game objectives? What are the player's goals? Why play this game?

The Story Experience



What is the narrative? How does the story flow within the game?

End Game



What are the winning conditions? What triggers the players quit? How do we prevent burnout?

Boundaries



What are the limitations? What are the fixed elements? What remains constant?

Mechanics



What are the rules of the game?
What will the players do?
What are the obstacles & incentives?

Fun Factors



What makes the players love the game? What makes them talk about the game? How do they try to convince their friends to play?

Resources



What will be spent by the players in-game? What are the in-game assets?

Dynamics



What elements are movable or flexible?
What variables can the players play around with?
How will the elements be modified?

Play Elements



What can designers play around with? What can we keep for the next games? What can we change or upgrade? What is the replayability strategy? What is the level design philosophy?

Player Input

What must players do/have to be able to play?

The Learning Journey



What knowledge, skills and behaviors must be learned within the game? How will the players go through the process?

Player Output



What do players get out of the game? What behaviors do they exhibit after playing?

