

# **Game Design Challenges**

# Break It and Fix It

1. Choose a game (the simpler the better).
2. Add or remove a mechanic.  
(Explain *how* that changes the game.)
3. Fix the game without adding removed mechanics or removing added mechanics.  
(Explain *why* that fixes the game.)

# Features from a Hat

- Choose 3 features at random.
- Design a game with those features.
- Analyze the strengths and weaknesses of your game using at least 1 schema.