



Part 1: Empathize & Define

The topics I'm considering are...

Inspirations, themes, and actions related to my topic are...



Part 2: Ideate

Actions	Mechanics in the game
What players do while playing...	In-game character aspects, histories, and uniquenesses...
Collective or individual goals...	Tools of chance (Dice, cards, or other objects like candles, maps...)



Part 3: Prototype (Page 1 of 2)

Title		
Author	Length of playtime	# of players
<p>Description: Welcome to [name of game], a world inspired by [Inspirations] filled with [Themes]. Here you'll be able to [Actions] as you work towards [collective/individual goals].</p>		
<p>The main mechanic of this game is... (and how / when to use it)</p>		



Part 3: Prototype (Page 2 of 2)

To prepare for this game, you should... (Including character creation)

To play the game, you should (on your turn)...

Extra notes...