



Part 1: Empathize & Define

The topics I'm considering are...

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



Part 2: Ideate

CREATE YOUR OWN ONE-PAGE RPG

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

CREATE YOUR OWN ONE-PAGE RPG

Author	Length of playtime	Number of players
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].		
The main mechanic of this game is... (and how / when to use it)		

Part 3: Prototype (Page 2 of 2)

To prepare for this game, you should... (including character creation)
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CREATE YOUR OWN ONE-PAGE RPG

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

Extra notes...