**First Drafts due Week 8**

***Tips and Tricks:***

* Make a cover sheet with the Game Name and the Book Type Prominent (For Example: Super Spy in big type in the center top, and “Player Guide” below it
* You can put your name, the class, etc on the cover page in a lower, smaller type. Make it look like a real game booklet.
* Create Headers and Footers with page numbers, the game name, your name, the course, etc
* Include the DigiPen copyright, etc.
* Start all your guides and booklets with a Table of Contents.
* Make that TOC first.
  + This TOC will outline your whole effort
  + It will show me that you have thought of everything
  + You can look at some of my posted rules examples from other systems for inspiration
  + You can work on certain sections, and jump around as you create, because you see where it all fits
  + Work a little on Skills, and get stuck? Jump over to Gear for a while. Just keep making steady progress.
* What you need started/fleshed out for the 70% Solution
  + **Player Guide**
    - Game Theme and Genre
    - Character Generation
    - Combat
      * Life/Death
      * Movement/Terrain
      * Basic Gear
    - Basic Level Progression
    - Skills
    - How to Play/Rules/Using the Dice
    - Example of Play
    - Basic character sheet
  + **Game Master Guide**
    - Running a play session
      * Combat
      * Skill Checks
      * Life/Death
    - Running a campaign (series of adventures, taking characters through multiple levels, etc)
    - Awards/Rewards/Incentives
    - Game Narrative and motivating players
    - Non Player Characters (NPCs)