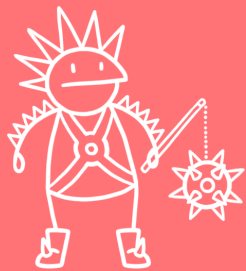


*Make a multiplayer game out of your idea if your game is for single players and vice versa to find some new mechanics.*

▲▲▲  
PRE-PRODUCTION

*Make the punishment in your prototype as extreme as possible to figure out what elements are really fun.*



▲▲▲  
PRE-PRODUCTION

*Write 20 random settings on a paper.*  
*Roll a D20 die.*  
*Pick this setting for your prototype and adjust the rules to fit the experience of this setting.*



▲▲▲  
PRE-PRODUCTION

*Create mini mechanics which players have to solve before playing with the core mechanic of your game.*

▲▲▲  
PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

**MULTIPLAYER**

*Creating a multiplayer game can be challenging.*  
*Use all cards if you're creating a multiplayer game / section in your game.*

♥♥♥♥  
PRE-PRODUCTION

*Players can act unpredictable in games. This might disturb the experience you try to communicate. Find methods to keep the players in check.*



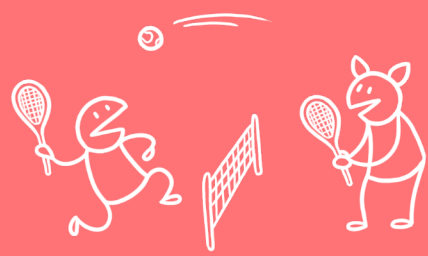
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PRE-PRODUCTION

*Toxic players can destroy the overall joy of your game. Manage your community as early as possible to create a warm and welcoming culture.*



♥♥♥♥  
PRE-PRODUCTION

*Co-op games are more advantageous for friendly experiences than competitive games.*



♥♥♥♥  
PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION