

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 element truly contain fun.

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*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.*

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Create side mechanics to which have the purpose to fulfill the core mechanic of your game.

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