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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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.

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PRE-PRODUCTION

Create side mechanics to which have the purpose to fulfill 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.

♥♥♥♥
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.

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PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION