

*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.*



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



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