

GAME IDEA

Start by brainstorming multiple game ideas.

Following cards contain methods for generating ideas.

Combine 2 or 3 games with different mechanics.

Take any game and change its setting, gameplay or story.

Find a game mechanic by combining two or more non-related professions with each other.

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Think of a problem that some people have in their lives and create a fun or silly solution to it.

Get inspired by visuals, books, music, other games, news, history, culture, religion, science, food, hobbies etc.

EXPERIENCE

Write down keywords to all the things the player should experience in your game.

Complete the sentences of at least 2 of the following cards

„The players should experience....“

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After the game the players should say „This game was...“

Find the intended experience through exclusion „The players should NOT experience...“

Find references in books, movies or other games with a similar experience. "This game is similar to..."

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Get some inspiration from other games with similar mechanics.

Adjust and/or create rules that enhance your ideal game experience.

Try to change one rule at a time to see the difference.

Playtest as early and often as you can with other people. Ideally with your target audience.

Note their feedback.

Move on to a different prototype with another idea if you find yourself stuck and then later go back through all your ideas.

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