

## GAME IDEA

Start by brainstorming multiple game ideas.

Following cards contain methods for generating ideas.

Pick 1 card.

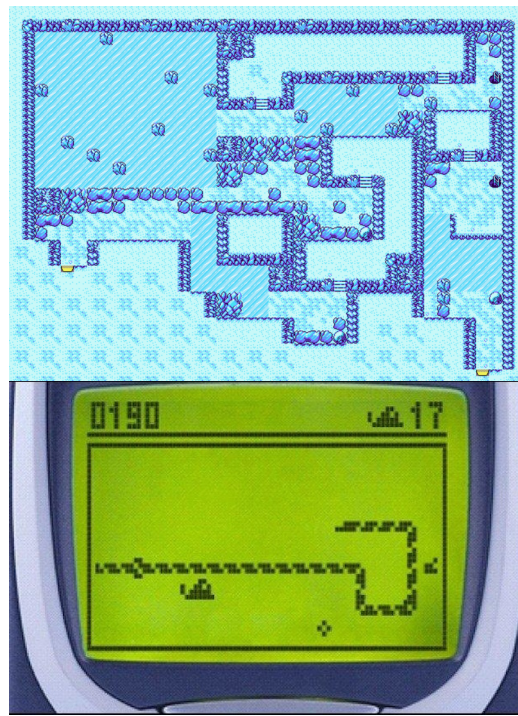


PRE-PRODUCTION

Combine 2 or 3 games with different mechanics.



PRE-PRODUCTION



## 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



PRE-PRODUCTION

„The players should experience....“



PRE-PRODUCTION

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



PRE-PRODUCTION

The players should experience relaxation, meditation, Zen Garden, happiness

The players should not experience time pressure, stress, anxiety, scary moments

## PROTOTYPE

Time to create your prototype.

Get a pen, paper, dice and try to create your game on an abstract level.

Play your prototype multiple times. Following cards contain ideas on how to improve the mechanic.

Pick 2 cards



PRE-PRODUCTION

Get some inspiration from other games with similar mechanics.



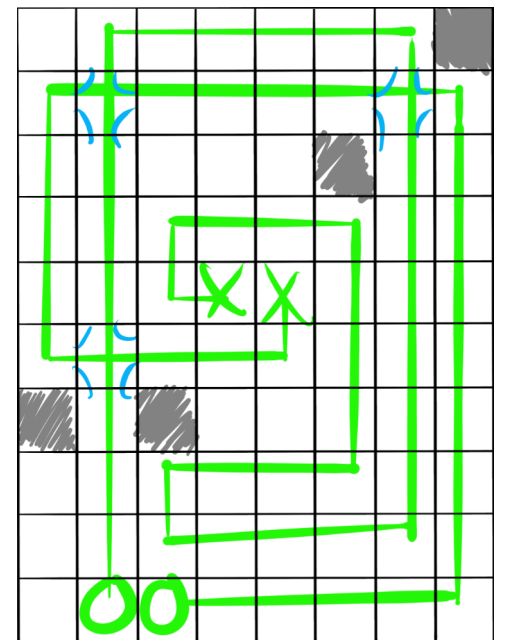
PRE-PRODUCTION

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

Note their feedback.



PRE-PRODUCTION



## IMPROVE IDEA

The next step is to focus on the essence of your idea. Answer all questions on the following cards to improve your prototype.



PRE-PRODUCTION

What is the core mechanic of the game? (Jumping, Shooting, Interaction, Crafting...)



PRE-PRODUCTION

Core mechanic:

Solving puzzles through movement.

**Example continues on the page 2**