

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

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



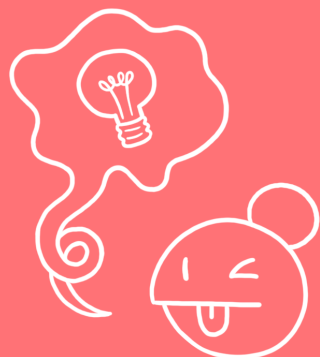
PRE-PRODUCTION

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



PRE-PRODUCTION

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



PRE-PRODUCTION

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



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

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



PRE-PRODUCTION

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



PRE-PRODUCTION

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



PRE-PRODUCTION

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 3 cards

PRE-PRODUCTION

Get some inspiration from other games with similar mechanics.



PRE-PRODUCTION

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

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



PRE-PRODUCTION

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

Note their feedback.



PRE-PRODUCTION

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



PRE-PRODUCTION