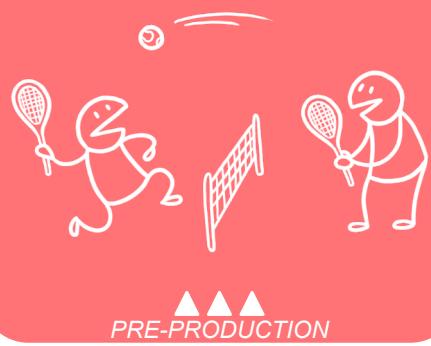
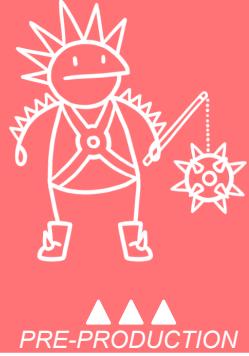


Make a multiplayer game out of your idea if your game is for single players and vice versa to find some new mechanics.



Make the punishment in your prototype as extreme as possible to figure out what elements are really fun.



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.



Create mini mechanics which players have to solve before playing with the core mechanic of your game.



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.



PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION

PRE-PRODUCTION