

GAME IDEA

Start by brainstorming multiple game ideas.

Following cards contain methods for generating ideas.

Pick 1 card.

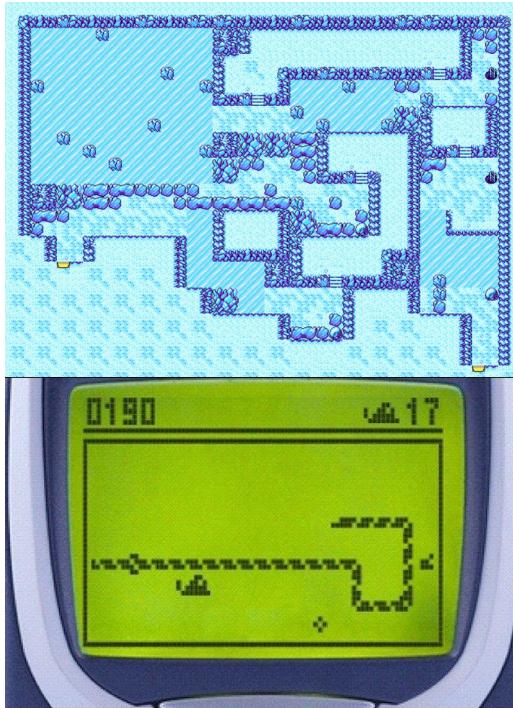


PRE-PRODUCTION

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

„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



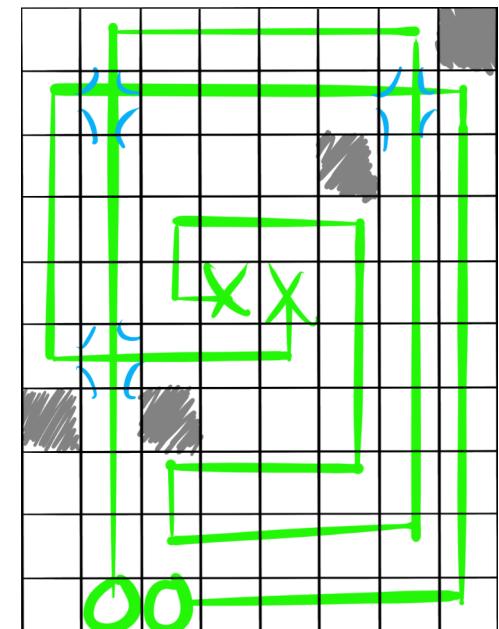
PRE-PRODUCTION

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.



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