Game organization doc:

* Theme/setting

Game core concept/mechanics

🥛♾️ Let Chaos reignඞ \*shakes fists\* :D

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Checklists!!!! For organizing what needs to be done!!!

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Playtesting notes

Concepts vs results of playtests

Sillyඞ doodles for fun and morale

“No bad ideas”(except dark souls clones)

Emotional/educational goals

Characters and motivations

Research notes for background/context (like if you choose a certain place/time)

Intended audiences

Main goal of the LARP (Learning objectives)

Consensus of agreed game stuff

1-3 Sentence Blanket Pitch

Character/role descriptions, If you would have dedicated roles

Mechanic Specifics

Reference/Concept Art

Narrative Layout and World Building

Play through flow chart

Core Game Loop Established

Lots of diagrams/visual drawings to clarify things

Level Design Concepts

Design Doc for entire group

What the NPC characters might be doing

But most importantly, have fun :D D: or else…..

What reptile is the best detective?

– An investi-gator

Beware how far ye descend, lest ye find the beast lies lies below 💀

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💀 i need sleep