**Mechanics Brainstorming**

**How can your theme be applied to different mechanics? Which mechanics express the core story of your game and can help you realize the conflict you want in your game?**

**For each mechanic, brainstorm how that mechanic could be used with your theme.**

* ***Use your mechanics packet to read descriptions for each mechanic first.***
* ***You must complete four sketches of your game concept/board after you write about each mechanic.***
* ***If you have an original idea, that’s awesome! Include it on the sketches page.***

**Mechanics that Control Player Actions**

*These are mechanics that allow a game designer to specifically control the number of actions a player may take on her turn. Most student games use one of these.*

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Action Selection** |  |
| **Simultaneous Action Selection** |  |
| **Programmed Action** |  |
| **Worker Placement** |  |
| **Push Your Luck\*** |  |

**Mechanics that Physically Interact with the Gaming Space**

*These are mechanics that players can use to build, connect, and control areas on the game board or gaming space. Some of this may take place during setup, others might occur during the game.*

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Area Control/Influence** |  |
| **Area Enclosure** |  |
| **Modular Board** |  |
| **Tile Placement** |  |
| **Route/Network Building** |  |

**Mechanics that Control Player Movement**

*These mechanics provide different ways to have players move their pieces around the board or gaming space.*

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Area Movement** |  |
| **Point to Point Movement** |  |

**Player Interaction Mechanics**

*These mechanics require out-of-turn interaction between players, so impact on other players is greatest.*

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Auction/Bidding** |  |
| **Take That** |  |
| **Trading** |  |
| Betting/Wagering\* |  |
| Partnerships\* |  |

**Classic Game Mechanics**

*These mechanics are common on their own to being readily adaptable in many different types of games. Card games, war games, dice games—these mechanics can be used in almost any game.*

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Card Drafting** |  |
| **Campaign/Battle Card** |  |
| **Chit Pull System** |  |
| **Dice Rolling** |  |
| **Hand Management** |  |

**Abstract-ish Mechanics**

*Abstract games like Chess, Go, and Parcheesi are pure mechanics-driven games. There is no story to connect the mechanics, and the mechanics are the game.*

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Pattern Building** |  |
| **Set Collection** |  |
| Memory\* |  |

**Specialized-Purpose Mechanics**

***These mechanics have specific purposes that stand apart from other mechanics.***

| **Mechanic Name** | **How could you use this mechanic in your game?** |
| --- | --- |
| **Pickup & Deliver** |  |
| **Secret Unit Deployment** |  |
| **Variable Player Powers\*** |  |