Game Design Worksheet

**Instructions**:

1. Choose an existing game mechanic or goal.

2. Apply idea spiraling and backtracking techniques to create new goals and mechanics.

3. Use the space below to sketch and describe your new game mechanic.

4. Be creative and think outside the box!

5. Share your ideas with the class.

New Game Mechanic:

Sketch:

[Space for sketching]

Description:

[Space for describing the new game mechanic]