[**Fairy Tale**](https://www.storyberries.com/fairy-tales/) **Game Design Project**

*What fairy tales do you think have a* ***compelling story****? What is the* ***conflict*** *in the story? How can that conflict be* ***gamified?***

**Experience: Players should experience an essential part of the story, even if it’s not the major conflict.**

| **Game Requirements (The “Yes Yesses”)**   * Must play 2, 3, and 4 players * Have large and small scale conflict * Approved mechanics only * Emphasis on player choice * Random elements may be present but must be used sparingly, have a minimal effect * Square, not rectangular board (unless you have a good reason) | **Game Restrictions (The “No Nos”)**   * No cooperative games * No player elimination, lost turns, or back to starts * No event decks or powerups * No player to player violence, no “killing” * No sports or war themes * No weapons that are school inappropriate |
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**Pick two out of the three ways on the next few pages that you’d like to use to brainstorm your game!**

**Game Generation Questions**

**Game Sketches**

**Game Mechanics Brainstorming**

**Then, you’ll make your prototype, and at the end, complete and turn in the Final Game Concept.**

**Game Generation Questions \_\_\_\_/20**

Answer these questions in **complete sentences** using **specific details**, and **explain why** you are making these choices. Each response should be 3-5 sentences.

* **Briefly summarize the story (include title)**

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* **Why did you choose this story?**

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* **What is the conflict in the story that you are focusing on?**

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| --- |

* **How can this conflict be gamified? Think how you could create a game where players act as agents in the conflict.**

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* **What** [**mechanics**](https://docs.google.com/document/d/1yBYcpARoB5NPNXh3x0xyEV20I1szs6ZU7NAy37I0RHU/edit) **are best suited to fit this? Describe three and how you will use them.**

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* **How should a player feel when playing this game?**

|  |
| --- |

| **Pitchable Prototype** | **Refined Prototype** | **Prototype** | **Proof of Concept** | **Concept** |
| --- | --- | --- | --- | --- |
| Uses complete sentences with proper punctuation. Answers are detailed and specific, and thoughtfully answer all parts of the question. Explanation includes a thorough explanation of why the decision was made as it relates to the game and player choices. | Complete sentences with proper punctuation. Limited or general specific details that do not fully address the question. Explanation of why the decision was made is simplistic or relies on adjectives. | Complete sentences with proper punctuation. Limited or general specific details that do not fully address the question. No explanation of why the decision was made. | Incomplete sentences. Limited response to the prompts. No explanation of why the decision was made. | Missing or single word answers. |

**Game Sketches \_\_\_\_/20**

* Sketch FOUR detailed, different board layouts of your game. Each should have different mechanics, layouts, or conflicts (some ideas may overlap).
* Include with each board the cards/bits or other elements that could be part of your game.
* Label everything.
* Include a paragraph where you **explain** the game concept conflict and mechanics in complete sentences.

| **Expert** | **Proficient** | **Advanced Beginner** | **Beginner** | **Novice** |
| --- | --- | --- | --- | --- |
| Sketches have boards/bits and are neatly drawn, labeled, and detailed. Written information explains the game’s conflict and how mechanics are used for each game. |  | Complete sentences with proper punctuation. Limited or genericl specific details that do not fully address the question. No explanation of why the decision was made. | Messy, simplistic sketch with some labels. Incomplete sentences and/or explanation of the game’s concept or mechanics. | Missing or messy, unlabled drawings with no written information. |

**Game Mechanics Brainstorming \_\_\_\_/20**

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?

**Choose TEN mechanics and explain (specifically)**

**how could you use this mechanic in your game.**

**Mechanics that Control Player Actions** *specifically control the number of actions a player may take.*

| **Action Selection** |  |
| --- | --- |
| **Simultaneous Action Selection** |  |
| **Programmed Action** |  |
| **Worker Placement** |  |
| **Push Your Luck\*** |  |

**Mechanics that Physically Interact with the Gaming Space** *allow players to build, connect, and control areas on the game board or gaming space.*

| **Area Control/Influence** |  |
| --- | --- |
| **Area Enclosure** |  |
| **Modular Board** |  |
| **Tile Placement** |  |
| **Route/Network Building** |  |

**Mechanics that Control Player Movement** *provide different ways to have players move their pieces around.*

| **Area Movement** |  |
| --- | --- |
| **Point to Point Movement** |  |

**Player Interaction Mechanics** *require out-of-turn interaction between players.*

| **Auction/Bidding** |  |
| --- | --- |
| **Take That** |  |
| **Trading** |  |
| Betting/Wagering\* |  |
| Partnerships\* |  |

**Classic Game Mechanics** *are standard mechanics, readily adaptable in many different types of games.*

| **Card Drafting** |  |
| --- | --- |
| **Campaign/Battle Card** |  |
| **Chit Pull System** |  |
| **Dice Rolling** |  |
| **Hand Management** |  |

**Abstract-ish Mechanics** *have no story to connect the mechanics, and the mechanics are the game.*

| **Pattern Building** |  |
| --- | --- |
| **Set Collection** |  |

**Specialized-Purpose Mechanics** *have specific purposes that stand apart from other mechanics.*

| **Pickup & Deliver** |  |
| --- | --- |
| **Secret Unit Deployment** |  |
| **Variable Player Powers\*** |  |

**Fairy Tale Prototype \_\_\_\_\_ of 30**

| **Expert** | **Proficient** | **Advanced Beginner** | **Beginner** | **Novice** |
| --- | --- | --- | --- | --- |
| Board/bits are labeled, colored, uses symbols when possible, and is detailed.  Playtesting instruction includes the game’s conflict and how mechanics are used for each game.  Stays focused during all aspects of playtesting, offers constructive suggestions. |  |  | Messy, simplistic sketch with some labels.  Incomplete sentences and/or explanation of the game’s concept or mechanics.  Gets off topic during playtesting. | Missing or messy, unlabled drawings with no written information. Wastes time/is unfocused during playtesting. |

**Fairy Tale Game Concept \_\_\_\_/20**

**My game’s story title:**

**The conflict from the story that is being gamified:**

**My game mechanics:**

**Description of my game idea (explain how theme, mechanics, and large and small scale conflict combine).**

**How do players engage in conflict with each other as they play the game?**

**How do the decisions of one player affect the decisions of another player?**

**What is the player experience that you were trying to create?**