[**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**

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 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?**

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| --- |

| **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**

* 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 general 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, unlabeled drawings with no written information. |

**Game 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?

**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 Game Concept**

**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?**