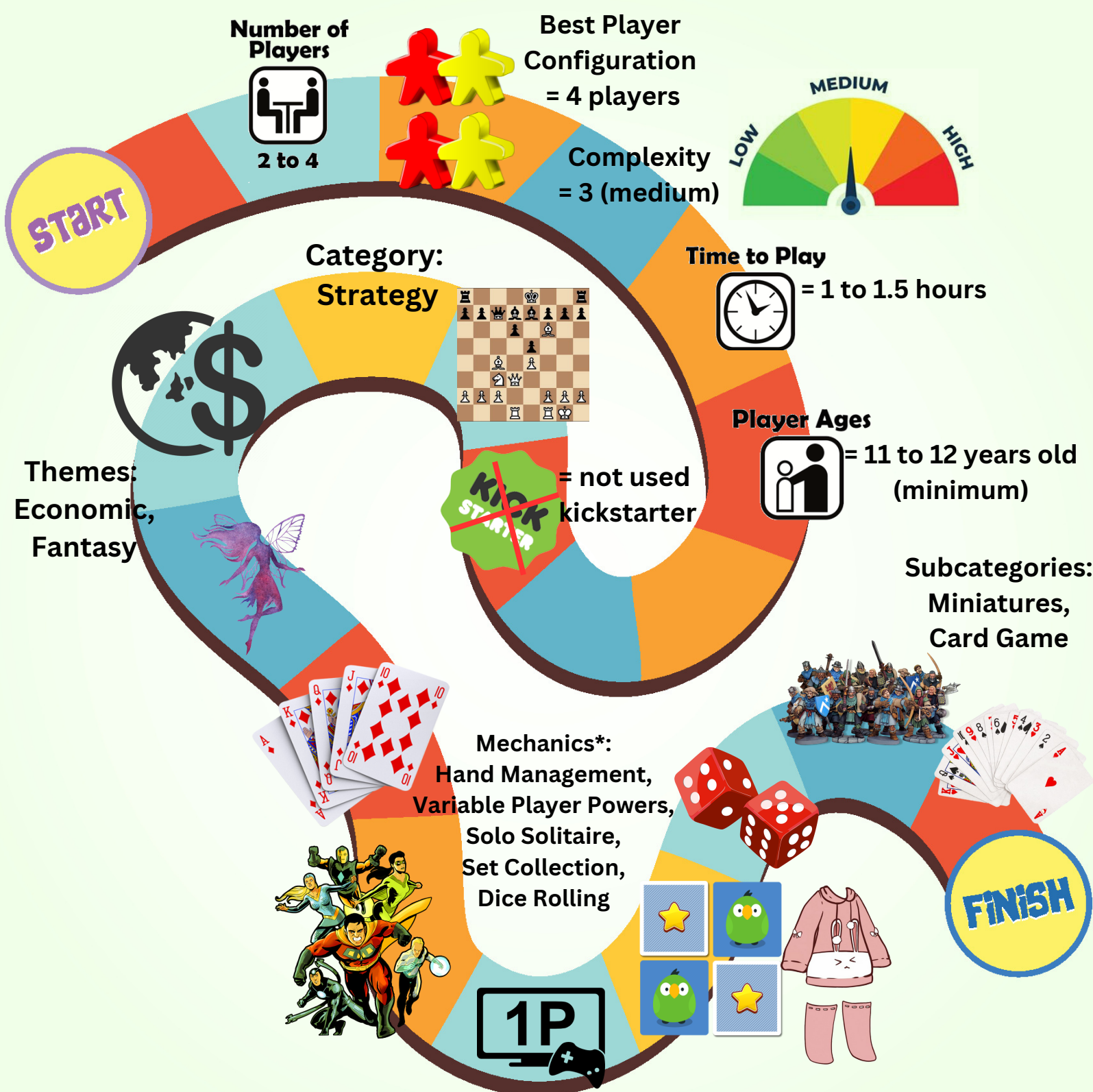


WHAT CHARACTERISTICS MAKE UP A TOP BOARD GAME DESIGN?

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<https://github.com/edwinli8/top-boardgame-traits>



*Mechanics descriptions:

- **Hand Management**- games with cards in them that reward players for playing the cards in certain sequences or groups
- **Variable Player Powers**- mechanic that grants different abilities and/or paths to victory to the players
- **Solo Solitaire**- a game can be played by a single player against a "Bot-player" thanks to a specific integrated "Solitaire Rules System"; games that are intended for play by a single player, or that have a game mode intended for play by a single player
- **Set Collection**- The value of items is dependent on being part of a set; for example, scoring according to groups of a certain quantity or variety
- **Dice Rolling**- a game mechanism that can be used for many things, randomness being the most obvious