SET YOUR OWN GAME PILLARS

Examples for you to choose from if you need inspiration:

- Heavy story focused - Stealth - Strategy - Crafting - Exploring - Fluid pvp combat - Requires mastery	- Scavenging - Replayability - Teamwork - Heavy art focused - Music is its own character - Mystery - Strong bonds with characters - Educational

1) BRAINSTORMING

List of things you want in your game, don't think about practical restrictions, if you wish something for your game to have, write it:

Tips! - Think about **T.S.M.F**:
- **T**heme: This pillar fits the theme and genre.
- **S**ynergy: This pillar can work well with these other ones.
- **M**eaning: This pillar isn't empty words, it conveys what I want and it will be helpful in the design process.
- **F**ocus: This pillar will be present in a big part of the game design process.

2) FILTER

Now that you have a list of things you want your game to have, it's time to think practically. Take every game pillar to have and write it down in the next table only if it passes this test.

- Can we afford making this a game pillar? Is it in our budget?
- Will we be able to implement this game pillar before our deadline?
- Is this game pillar attractive towards our target audience?
- Is this game pillar going to help us sell our game?

3) FINAL PILLARS

Discuss with your team and choose your final 3 to 6 Game Pillars.
Pay attention to the second tip of step 1: Synergy.

4) STICK TO YOUR GAME PILLARS

Changing or adding game pillars:
- VERY good reason or reasons (write them down, make a list)
- Present this to your team