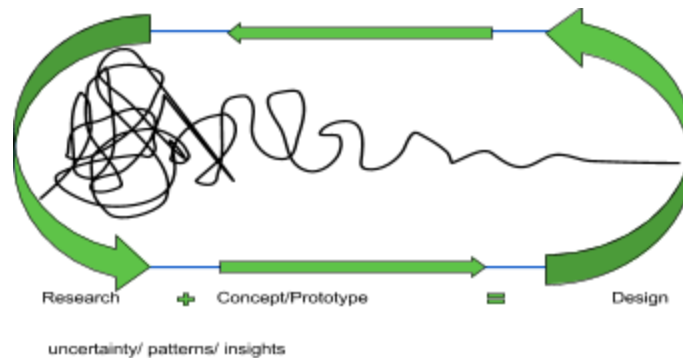# Design Thinking Process:

A user-centered approach:

- **Observation**
  - What are your favorite games to play?
  - Why are they your favorite games?
  - Communicate the 'problem' that needs solving.
    - i) Keep asking questions to understand the challenge
- **Brainstorming**
  - What makes these games fun to play?
  - What would you include from them in your game?
  - What would you leave out?
  - Brainstorm different solutions to implement answers to the above questions.
- **Prototyping**
  - Create your game!
  - Keep in mind the brainstorming topics and design thinking questions
- **Implementation**
  - Test
    - What do you like about it?
    - What would you change?
    - What is missing? What could you add?
  - Collaborate
    - Have someone else play your game and vice versa
    - Get/provide feedback
- **Iterate**
  - Repeat the whole process!
  - What we've been doing this week!