GameWizard, an object-oriented language, provides an easy way to deploy and design various multiplayer tabletop games among several individual terminals. The idea of GameWizard come from the facts that we might all experience such a disappointment when we could not start some kind of really enjoyable games with friends, simply because the lacking of certain playing pieces. The primary purpose of GameWizard is to help people easily start a tabletop game, whether the game is uncommon or not, without being limited by playing pieces. It is also designed to implement a platform to support remote interactions by different players from different terminals. With the help of wizard, all that we need to start playing is only a game rule and a leisure time. Besides, GameWizard is also an object-oriented language aiming to help senior players develop their own custom turn-based games. The prototype of a brand-new game can be quickly designed, tested and spread by GameWizard.