

Game Design Steps

Brain Storm

Theme

Genre

Metaphor

Goal of Game

Winning exclusively

Interaction with people while winning

Goals of Game help DEFINE STRUCTURE

Structure

Obstacles / rewards

Playing pieces

Interactions

Randomization in game to keep it different each time it is played

Playing cards

Dice

Constraints in game

Game board

Path

Cards

Dices

Rules

WARNING

- Do not add too much RANDOMNESS – it makes the game appear to have its own interests in mind and the game player has no control over consequences!
- Consider FLOW – play the game without interruption to see if flow is appropriate / effective / play again to see if game play or flow changes
- Have someone take notes on game play issues while playing without interrupting game play – after game play discuss during revision stage
- Make sure rules are very, very clear!