

Brainstorming and Creating a Game

(teams of 4)

Most games traditional and computer-based have similar structures and play-ability. Rules defining limitations of play as well as structure and how to play, Randomness in way of cards, dice, choices, encounters, etc., Characters as seen either 1st person, 3rd person, for example.

Designate Scribe

Designate one person to list all quick ideas and jot them down on paper. This might include the theme of the game, the format of the game (cards only, board, etc.) goals, limitations, rules and so forth. This person will also be most appropriate to write 'help / rule guide'.

Inventory

Each group will be provided with the following supplies; you may add to these supplies as necessary:

Die
Blank cards
Paper
Tokens
Your imagination (*Really!*)

Brainstorm game idea

Theme
Goal(s)
Method of play
Rewards
Limitations / handicaps
Character
Who your audience is (*age, gender, etc.*)

Sketch it out and Create

This can be rough but should be satisfactory when used. If another team were to sit down to your game could they play it?

Write Game Rules Up for following week

If another team were to sit down at your game and play it would the rules be easy enough to read and follow without outside assistance?

NEXT WEEK

Bring rough finished game in / each team will switch off and play.