ACTIVITY WORKSHEET
PROTOTYPE PLANNING

Game Title: _____

Genre: _____
(Tie your genre to your game mechanics. For example, a *strategy* game might focus on management using cards as resources – and a *puzzle* game could involve pattern recognition and matching that could be accomplished through movement across the game field. Avoid the *trivia/quiz* genre!)

Goal: _____
(What's the purpose of your game? Are you trying to solve a particular problem? Games aren't always developed for purely entertainment purposes – although *entertainment* is definitely a viable goal!)

Challenges: List three challenges that a player might face in your game.

Challenge 1) _____

Challenge 2) _____

Challenge 3) _____

Strategies: For each challenge listed above, identify *three* strategies that can be used to address that challenge. Consider how each strategy can be visualized and how your game materials (dice, spinner, timer, cards, board, game bits) can be used to accomplish these strategies.

Challenge 1) _____

Strategy A. _____

Strategy B. _____

Strategy C. _____

Fourth Edition

Strategies (continued):

Challenge 2) _____

Strategy A. _____

Strategy B. _____

Strategy C. _____

Challenge 3) _____

Strategy A. _____

Strategy B. _____

Strategy C. _____

Victory Condition (related to game mechanics, *not* the game goal; e.g., "reach the finish line first," "outwit your opponent," "run out of cards first"):

_____

_____

Defeat Condition (related to game mechanics, *not* the game goal; e.g., "have the most cards in your hand after the timer runs out"):

_____

_____

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