ACTIVITY WORKSHEET
TABLETOP GAME ANALYSIS

Goal: What is the player attempting to accomplish during the game, and why?

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Theme: What is the theme of the game?

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Setting: What is the game's setting? Where does it take place?

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Backstory: What happens before the game begins?

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Characters: What types of player characters are used in the game, and how are they represented? Are there any non-player characters (NPCs)? If so, describe them.

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Victory Conditions: How does the player win the game?

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Defeat Conditions: How does the player lose the game?

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Rewards: What types of rewards are used in the game? How do you earn each reward?

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Navigation: How does the player move through the game space? What triggers the player's "turn" -- and what are the rules associated with movement?

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Competition: How do players compete with each other during the game? Is it possible to affect other players' abilities to win the game? If so, how? Is it possible to increase your chances of winning the game? If so, how?

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NOVY UNLIMITED

Cooperation: Is there any way (or reason) to cooperate with other players in the game?

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Luck vs. Skill: Is this game primarily based on luck, skill or a combination of both? Elaborate on your answer.

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Perfect vs. Imperfect Information: Does the game allow players to receive perfect information, imperfect information, or a combination of the two? Elaborate on your answer.

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Intrinsic vs. Extrinsic Knowledge: Does the game depend on players utilizing intrinsic knowledge, extrinsic knowledge, or a combination of both. Elaborate on your answer.

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