

## Board Games - Instructions

- How many players will there be?
- How long should the game be?
- What choices will the player make, and when will they make them?
- How will the player make these choices?
- How will one player's choice impact the other players?
- How will the players interact with each other?
- Are there any choices that can be made by one player, but not by the others?
- How does the game progress? Is it strictly turn-based, or is it in rounds with phases?
- What actions will the player be able to take?
- How will the outcome of an action be determined?
- What is the player's goal?
- How can the player win?



1. create your own layout
2. choose your game pieces
3. look over rules before you start designing

Name your game:

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## **G. A. M. E. S.**

*Goals And Motivation Equal Success!*

### **Keep it simple**

Make the game easy to play, with simple rules. You can always expand your game later. People should be able to learn the game quickly. Make it a game for 2-4 players. Just use one dice and one or two counters each. Make a rough design first before you add artwork.

### **Decide what type of game it is**

Race Game

Collecting Game

Strategy Game

Quiz Game

Battle Game

### **Design the board**

Use a template or draw your own.

### **Think about the rules**

What 's the point of the game?

How do player's win?

How do players move?

Is it just luck or is there skill or strategy?

Is there any interaction between the players?

How does the game progress?

Are there different stages?

### **Play Testing**

Play your game by yourself. Play your game with someone else. Listen to what they say about your game. Think about what works well in your game. Is there anything that doesn't work? Do you need to make any changes? Is there anything that would make your game more fun?

## Game Goals



*Run the Fastest*



*Go the Furthest*



*Survive the Longest*

- **Run the Fastest:** The goal is to be the first to cross the finish line.
- **Go the Furthest:** The goal is to accomplish the most before time runs out.
- **Survive the Longest:** The goal is to be the last player standing.