

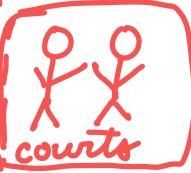
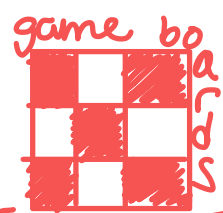
DESIGNING A GAME

Play like a designer
observe during play
watch players interactions
ANALYZE



PATH
dice
answering questions
solving puzzles
spinners

how do you MOVE?
dice icon
spinner icon



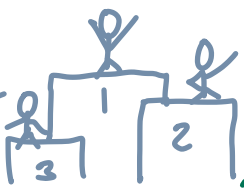
What makes a GAME?

BOUNDARIES

incorporate the environment
trees icon

the magic circle

OUTCOMES
trophy icon



Sandman vs. hide & seek
Binding the holy grail
zero-sum game

Objective
avoid obstacles
fruit ninja

RULES
TEAMWORK?
P
Z
Z
L
P
I
N
S
?

💡 Is winning an outcome and an objective?