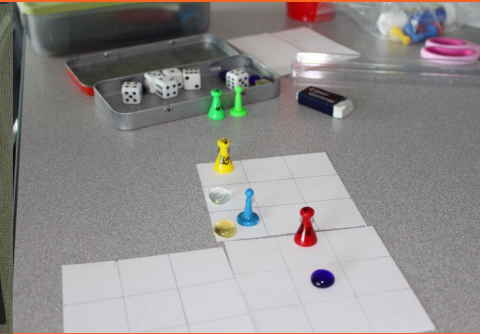
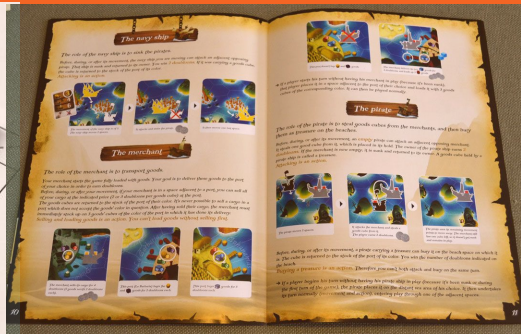
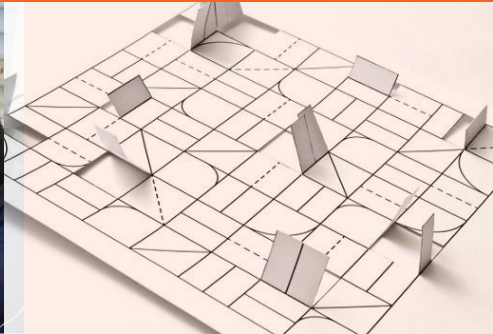
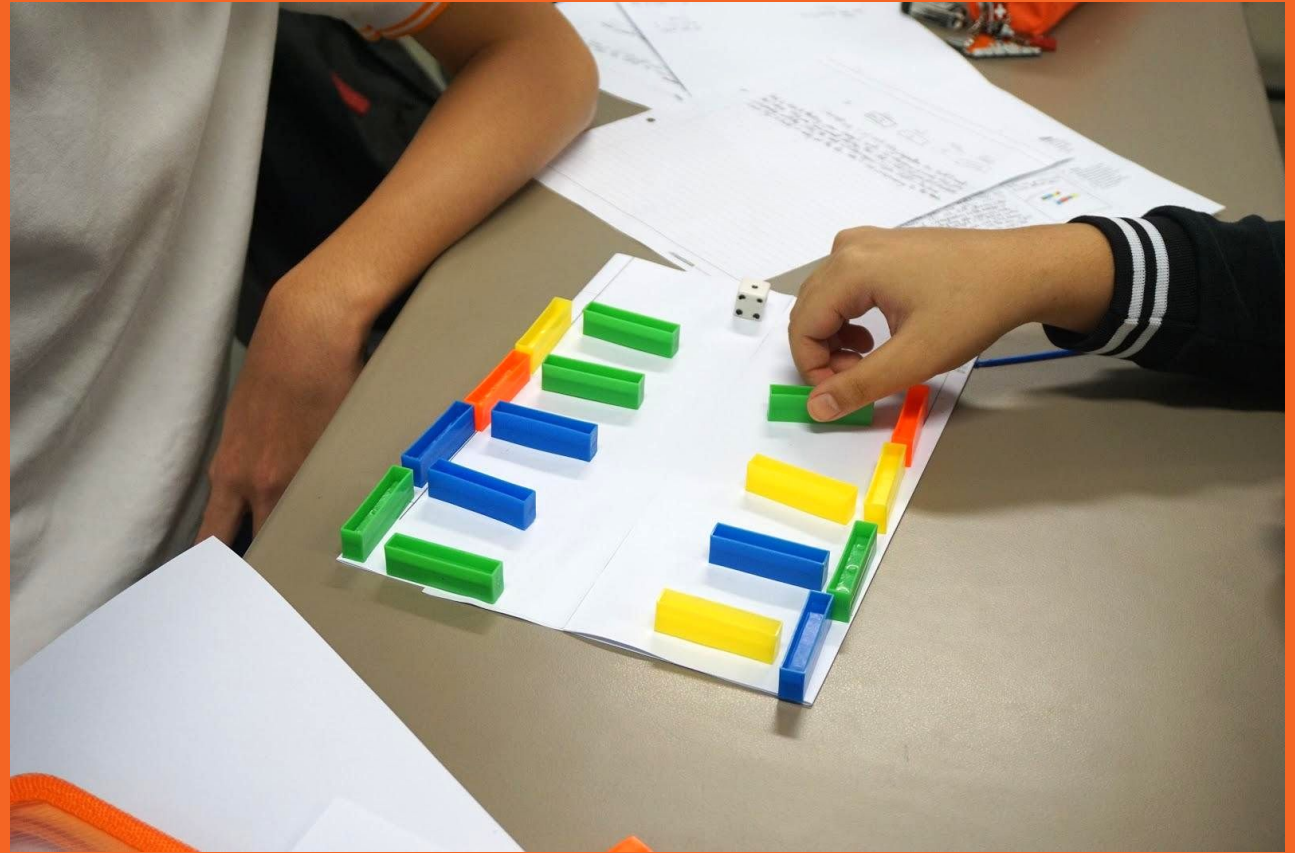
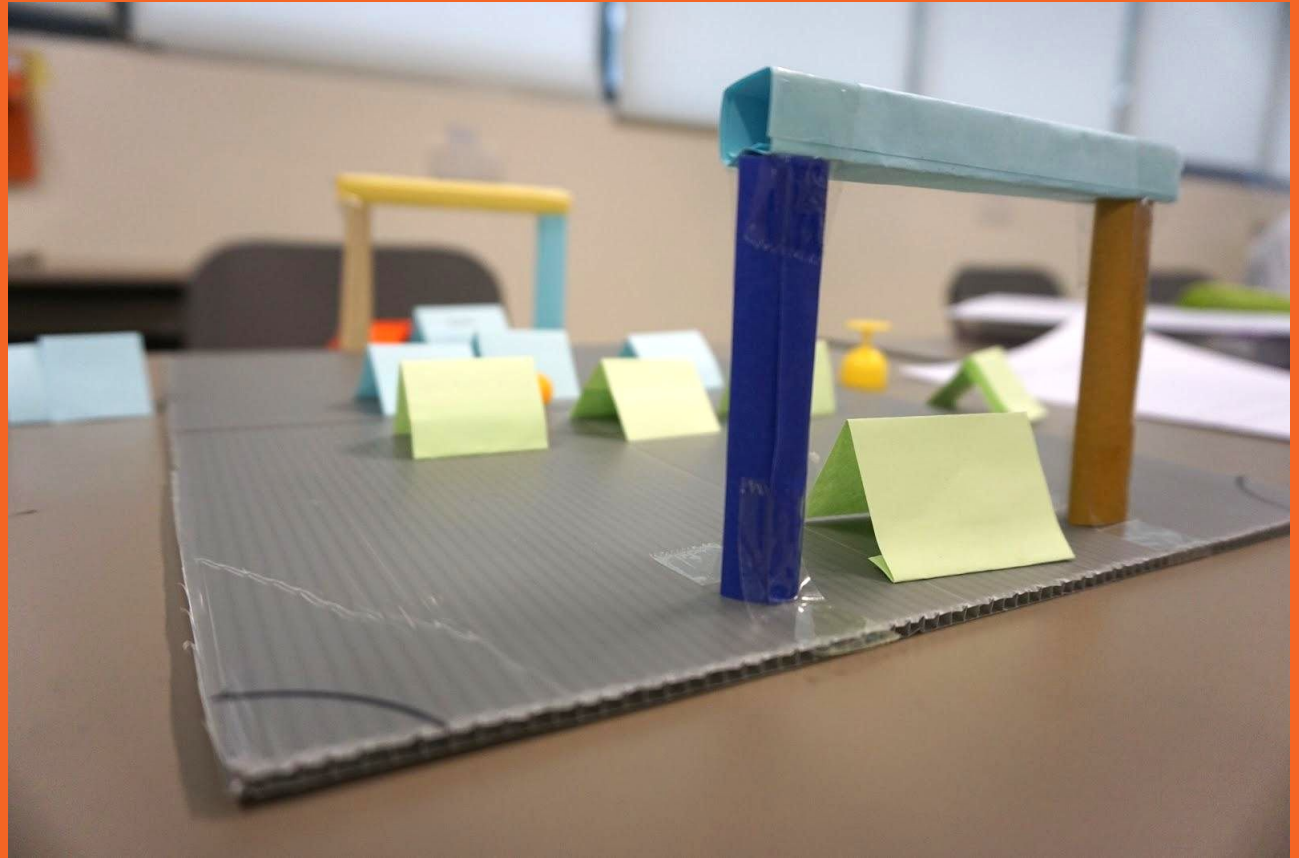


Board Game Design



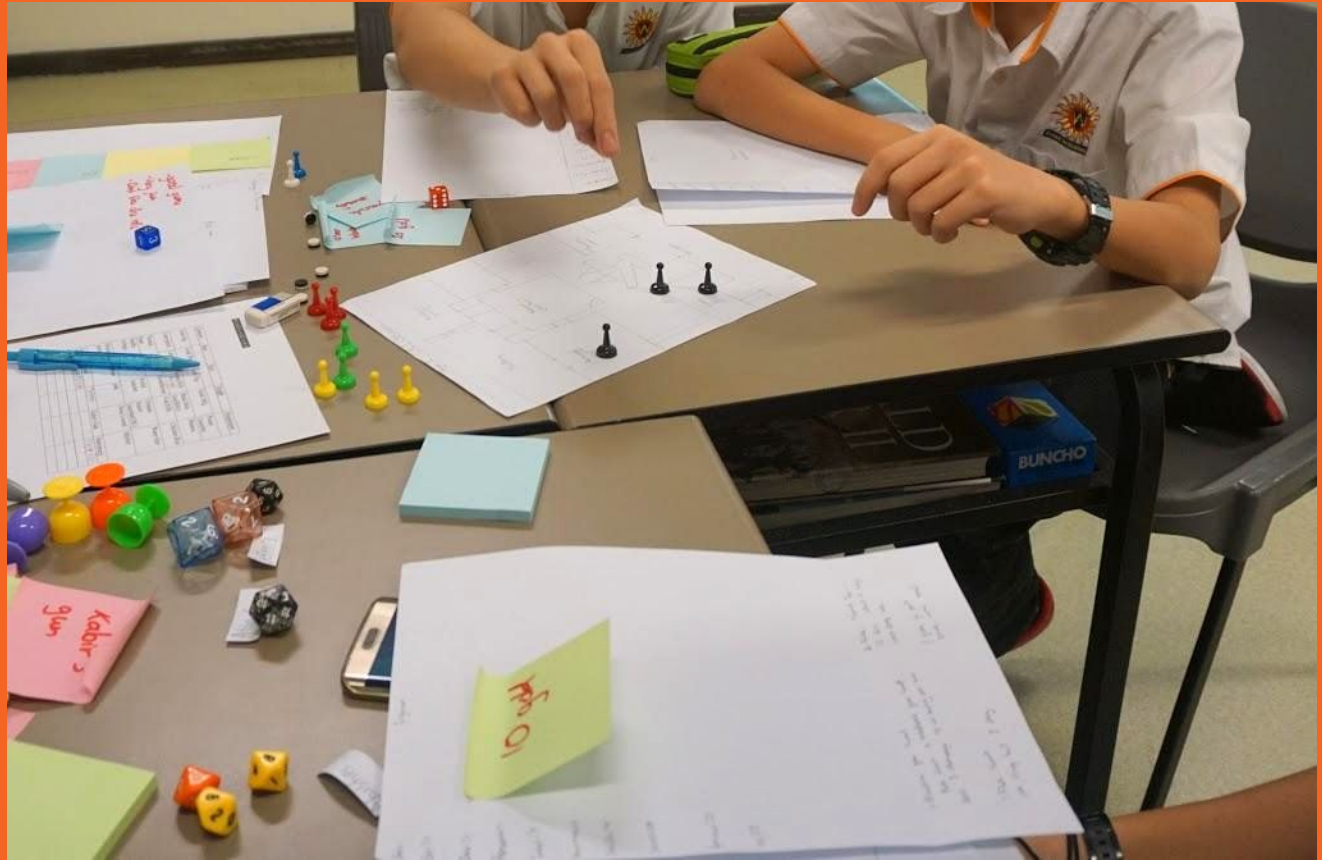
Week 1











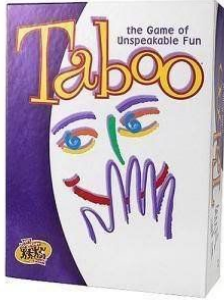
Week 1: Brainstorm

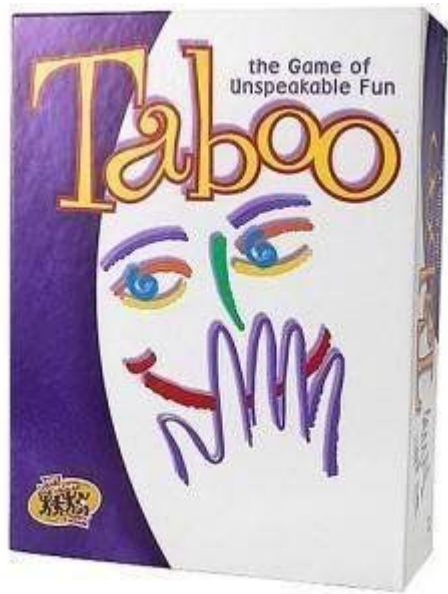
Week 2: Start Design

Week 3: Prototype & Rules

Week 4: Playtest

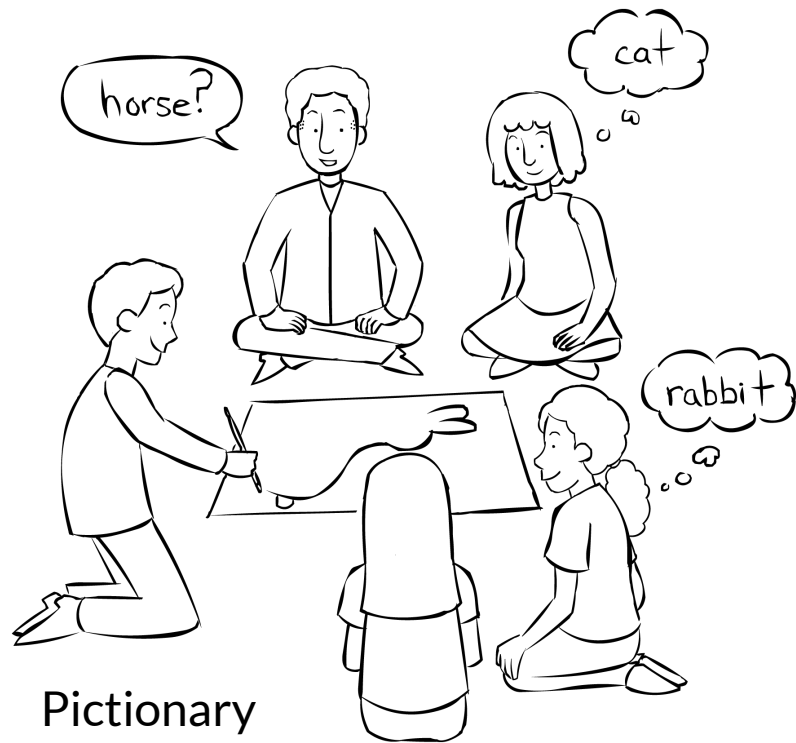
Types of Games





Party Games

Focus on social interaction



Pictionary

Trivia Games

Test your knowledge





Card Games



Strategy Games

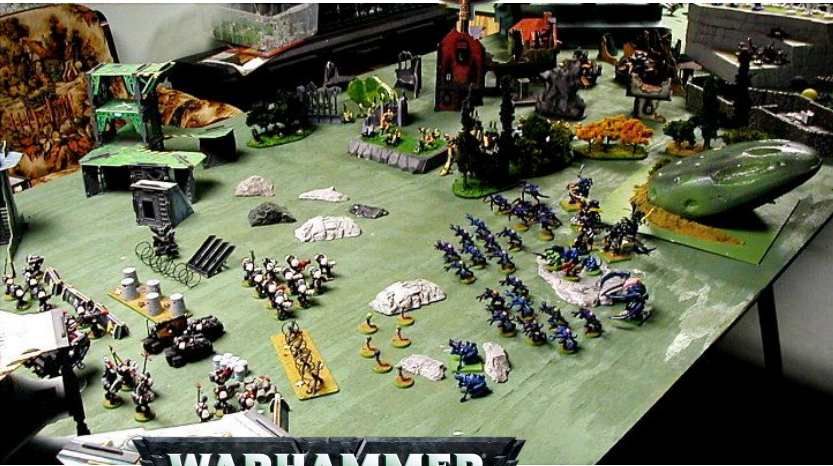
Very little random chance. Focus on careful planning and outthinking your opponent.



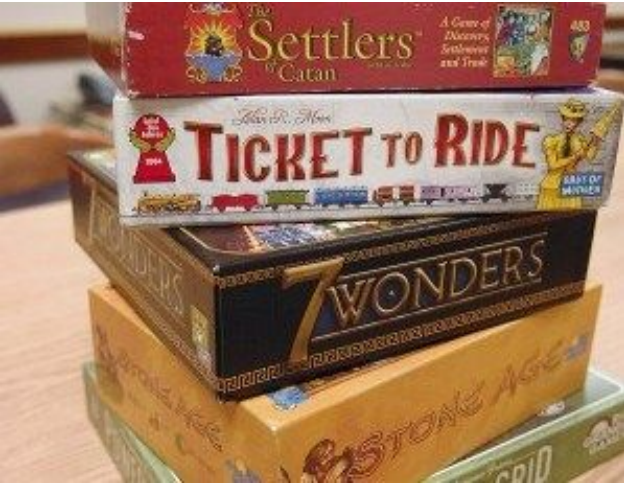


Tabletop Strategy Games

Build and then play; Both a hobby and a game.



“Euro” (European) Boardgames



Terra Mystica by Jens Drögemüller and Helge Ostertag

Role-Playing Games



**DUNGEONS
& DRAGONS**



Where to start?

Theme

Are the objects related to your *theme* or *topic*?

Interaction

Do the objects help players to *interact* with each other?

Mechanics

How can the player *use* the game objects?

What happens when they use it or take it?

Does it make sense?

suggestion: **Try to keep it simple.**



Design Constraints

1. The game must be playable with 2-4 players.
2. The game must be able to finish in 30 mins or less.
3. The game must be appropriate for all ages.



Constraints:

1. The game must be for 2-4 players.
2. Play time \leq 30 mins.
3. Must be appropriate for all ages.



Focus Areas:

1. Theme
2. Interaction
3. Mechanics

Step 1: Independent Design

- By yourself, create a game idea.
 - Include as much information as possible: Details, Rules, Diagrams, Art.
 - Make it clear and easy to understand.
 - **Keep it simple**
- We will share these ideas together as a class.

Step 2: Collaborate

- Join in groups of 2-4 people.
- Collaborate on 1 game idea.

