



EXPLORE

RESEARCH

What do you want to
learn more about?

What do you want to help
others understand?



EXPLORE

RESEARCH

Describe your strategy to learn more about the topic.



EXPLORE

RESEARCH

List your sources, including interviews.



RESEARCH

Where does the fun emerge
in your topic?

What is playful about
your topic?



EXPLORE

RESEARCH

Where does the
freedom to experiment
emerge within and around
your topic?



EXPLORE

RESEARCH

Where does the
freedom to fail
emerge within and around
your topic?



EXPLORE

RESEARCH

What **freedoms of identity**
does your topic inspire?



EXPLORE

RESEARCH

What **freedoms of effort**
emerge around your topic?



EXPLORE

RESEARCH

What vocabulary, definitions and facts are critical to understanding your topic?



EXPLORE

RESEARCH

What processes and procedures are important to grasping your topic?



LEARNING GOALS

What do you want players
to learn?

What's the target age/grade?



DISCOVER

MAIN GOAL OF THE GAME

To win, the player must...



DISCOVER

SUB-GOALS OF THE GAME

To advance a level, the
player must...



DISCOVER

LEVELS/CHALLENGES

Stages of game play include...



DISCOVER

RULES

Global and level/challenge specific goals include...



DISCOVER

SCORING

Players earn points and receive achievements for...



DISCOVER

KEY CREATIVE ELEMENTS

Play space setting and
description...



DISCOVER

CHARACTERS

The player acts as... and has specific props, features.



DISCOVER

CHARACTERS

Protagonist(s):
Powers, props and features



DISCOVER

CHARACTERS

Antagonist(s):
Powers, props and features



DISCOVER

LOOK AND FEEL

Overall graphic direction
and look.



DISCOVER

LOOK AND FEEL

Key user interface elements
and menus.



DISCOVER

LOOK AND FEEL

Key controller/input and navigation elements include...



DISCOVER

LOOK AND FEEL

Music



DISCOVER

LOOK AND FEEL

SFX



DISCOVER

LOOK AND FEEL

Dialogue/Character
interaction



WHAT DO YOU WANT TO TEST?

How will play testing answer your questions about the design?

What questions do you want to answer by producing a prototype?



WHAT ELEMENTS SHOULD YOU BUILD?

Remember, you're not building the entire game. Focus on one challenge or level.



WHAT INFORMATION DO PLAYERS NEED?

What do your player testers need to successfully understand the context and goals of your game?



CREATE

WHAT ARE THE LIMITS OF YOUR PAPER PROTOTYPE?

How will a digital interactive version of your game differ from the paper prototype?



CREATE

PAPER PROTOTYPE REQUIREMENT

Describe the user-interface.



PAPER PROTOTYPE REQUIREMENT

Describe how you will account for chance, real-time feedback, and other features that will ultimately be managed by the game engine.



PAPER PROTOTYPE REQUIREMENT

List the observations you and your team should note during the play test and the questions you will ask players.



WHAT IS YOUR FINAL DELIVERABLE?

Will it be a formal game design document or functional specification?

Poster or flyer?

Class presentation?



ROLES

Does everyone on your team have a role in producing the final deliverable?



DELIVERABLE ELEMENTS

Title and brief description, including creative set-up, game goals, and learning outcomes.



SHARE

DELIVERABLE ELEMENTS

Key features and notes from
the EXPLORE phase.



SHARE

WHAT IS YOUR FINAL DELIVERABLE?

Key features and notes from the DISCOVER phase.



SHARE

WHAT IS YOUR FINAL DELIVERABLE?

Key features and notes from the CREATE phase.