Mechanics Brainstorming All   Name: _____   _____/20

How can your theme be applied to different mechanics? Which mechanics express the core story of your game and can help you realize the conflict you want in your game?

For each mechanic, brainstorm how that mechanic could be used with your theme.
- *Use your mechanics packet to read descriptions for each mechanic first.*
- *You must complete four sketches of your game concept/board after you write about each mechanic.*
- *If you have an original idea, that's awesome! Include it on the sketches page.*

Mechanics that Control Player Actions

These are mechanics that allow a game designer to specifically control the number of actions a player may take on her turn. Most student games use one of these.

Mechanic Name	How could you use this mechanic in your game?
Action Selection	
Simultaneous Action Selection	
Programmed Action	
Worker Placement	
Push Your Luck*	

Mechanics that Physically Interact with the Gaming Space

These are mechanics that players can use to build, connect, and control areas on the game board or gaming space. Some of this may take place during setup, others might occur during the game.

Mechanic Name	How could you use this mechanic in your game?
Area Control/Influence	
Area Enclosure	
Modular Board	
Tile Placement	
Route/Network Building	

Mechanics that Control Player Movement

These mechanics provide different ways to have players move their pieces around the board or gaming space.

Mechanic Name	How could you use this mechanic in your game?
Area Movement	
Point to Point Movement	

Player Interaction Mechanics

These mechanics require out-of-turn interaction between players, so impact on other players is greatest.

Mechanic Name	How could you use this mechanic in your game?
Auction/Bidding	
Take That	
Trading	
Betting/Wagering*	
Partnerships*	

Classic Game Mechanics

These mechanics are common on their own to being readily adaptable in many different types of games. Card games, war games, dice games—these mechanics can be used in almost any game.

Mechanic Name	How could you use this mechanic in your game?
Card Drafting	
Campaign/Battle Card	
Chit Pull System	
Dice Rolling	
Hand Management	

Abstract-ish Mechanics

Abstract games like Chess, Go, and Parcheesi are pure mechanics-driven games. There is no story to connect the mechanics, and the mechanics are the game.

Mechanic Name	How could you use this mechanic in your game?
Pattern Building	
Set Collection	
Memory*	

Specialized-Purpose Mechanics

These mechanics have specific purposes that stand apart from other mechanics.

Mechanic Name	How could you use this mechanic in your game?
Pickup & Deliver	
Secret Unit Deployment	
Variable Player Powers*	