

Game Idea Template

Working title of game:

What is the next step you need to do to proceed? (You can link to the appropriate bookmarked areas below.)

Set a deadline to complete your next step:

General:

Format of game (tabletop, computer, outdoor...):

Target number of players (single, two-player, multi-player):

Target game length:

Genre (abstract, fantasy, simulation, etc.):

Theme or possible themes:

Antecedents or Precedents to/from this game:

What is the next step you need to do to proceed?

Set a deadline to complete your next step:

The why...

Source of core idea:

Target audience:

Motivation (solves a problem, reaches a specific type of person, expresses personal interest...):

Unique elements:

Specific things you are trying to avoid in this design:

What are your goals for this game? **Include at least one that explains what you want players to experience.**

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Which one to three elements from all areas above are unchanging, must-haves for this game?

One-sentence “sales pitch” for the game aimed at target audience:

The how...

Game objective:

When does it end?

Setting/Theme overview:



Rules: (Start with an outline and flesh it out as the game is tested)

Component list: (For type, indicate if it's a card, chip, glass bead, etc.)

Description	Quantity	Type

The Look

Layout of printed components or graphics/scenes: (Insert a Google Drawing for general format of cards, board, etc or just link to the files.)

Images/sketches of artwork or inspiration for the look of the game: (Insert images or link to the files.)



Playtest notes by date:

Designer notes/reflections by date:



Game Design Template Revision History:

7-11-2019 by Mike Petty: Added a suggested requirement of at least one “player experience goal” based on thoughts from [Game Design Workshop - A Playcentric Approach to Creating Innovative Games](#)

7-11-2019 by Mike Petty: Clarified the Next Step question and added the option to set a deadline.

7-11-2019 by Mike Petty: Added bookmarks and moved the “next step” section to the top. Added note about using bookmarks.

Added target number of players and playing time and “Antecedents or Precedents” as suggested by James Droscha on 7/7/2014.

Added note about graphics for computer games and the “next step” for reference on 7/3/2014.

First draft created 7/2/2014.

