

Board Game Design and Development – Progress Checklist

PLANNING MARK (collect green dots!):

/15

Name: _____

Bl. _____

1. Decide on board game MECHANICS ____ (**Teacher initials / date here!**)
2. Come up with a theme – what will your game world be? ____
3. Do the **Research** (ATTACH?) Do you know enough about your topic? ____
4. Draft your **Design Document** (ATTACH?) - What is your game about? ____

Answer questions like:

- How many players will there be? ____
- How long should the game be? ____
- What choices will the player make, and when will they make them? ____
- How will the player make these choices? ____
- How will one player's choice impact the other players? ____
- How will the players interact with each other? ____
- Are there any choices that can be made by one player, and not others? ____
- How does the game progress? ____
- Is it strictly turn-based, or is it in rounds with phases? ____
- What actions will the player be able to take? ____
- How will the outcome of an action be determined? ____
- What is the player's goal? ____
- How can the player win? ____

5. **Content Development** - What type of content do you need? ____
 - Make and simplify the content – what's in the box? ____
6. Organize Your Game's Interactions – Large-/small-scale conflict ____
7. Iterate the Ruleset – **Write the Rules** of your game (ATTACH) ____
8. Design and Build your Prototype – Include board, pieces, cards, etc. ____
9. **Playtest your Game** – record / note **results** (ATTACH) ____

(see over...)

10. Ask for **Feedback** (ATTACH) ____

Some questions to ask include:

- What was your favorite part? ____
 - What was your least favorite part? ____
 - What did you have the most trouble understanding? Why? ____
 - What one mechanic would you change, and how would you change it? ____
 - Do you think the game was too long? ____
 - Are there any game elements you felt imbalanced the game or weren't needed? ____
 - Would you play the game again? ____
 - Did any of the mechanics feel too complex? Too simple? ____
 - Are there any game phases you wish were longer? Shorter? ____
 - Was it fun? ____
11. Playtest / fix, playtest / fix, playtest / fix, etc. ____
 12. Finish, Release / Hand in your game ____
 13. Due date / **GAME DAY**: _____

For more information about these steps, go to...

https://gamedevelopment.tutsplus.com/articles/how-to-learn-board-game-design-and-development--gamedev-11607#post_comments

Notes & Planning:

Board Game Project

Name: _____ Date: _____ Block: _____

/50

Category	1 – not yet meeting	2 – approaching	3- meeting	4 – fully meeting	5 - exceeding
Knowledge / Understanding Of Mechanics: _____ _____ _____	Board game does not yet demonstrate knowledge of advanced game mechanics.	Board game demonstrates limited knowledge of advanced game mechanics.	Board game demonstrates some knowledge of advanced game mechanics.	Board game demonstrates considerable knowledge of advanced game mechanics.	Board game demonstrates comprehensive knowledge of advanced game mechanics.
Theme / Story / Creativity	Game world lacks depth and realism. Creates little interest / fun.	Game world is somewhat believable. Very basic game.	Game world is believable and detailed. May be some elements that made it harder to understand or enjoy the game.	Game world is fully developed, and accompanied by high interest & creative game play.	Game world exceeds expectations – wow! This game is incredibly interesting & unique.
Rules / Communication	The rules were not written and/or board game does not operate in a logical manner.	Written rules were present, but contain many errors. People had a tough time figuring out how to play.	Rules were typed; may contain some errors. May lack visuals; players may be somewhat confused.	Typed rules are edited & thoroughly explain the game. Players can proceed with very few questions.	Typed rules communicate game play effectively & so clearly that all players participate easily. No errors.
Packaging	No packaging evident.	Minimal packaging evident.	Game is contained in a somewhat realistic box or bag.	Packaging is only lacking in one element. Generally looks like a 'real' game.	This looks like a professionally-made game. I would buy this!
Conflict (small and large-scale)	No tension exists. There is no reason to play this game again.	Little to no conflict is evident in this game. Yawn.	Large –scale conflict is evident in the game's theme/story. Hmmm, let's see.	Game-play is going somewhere. Satisfying tension exists. Fun!	On each turn, players have critical choices to make. We want to play again & again!
Work Ethic	Group collaborates poorly. One or more members is often absent and/or does not have their portion complete. Members may be asked to complete the alternate assignment.	Group is often distracted, off-task or unmotivated. Time is spent on negotiations, not the game.	Group collaborates well. Members are largely on-task and complete their tasks.	Group collaborates well. Members are on-task & complete their tasks. One 'bad day' is allowed.	This group collaborates like the pros. All members are fully engaged and on-task. Motivation is evident.
Green Dots – counted here ____ = G ____ = S ____ = N		Notes:		Total Group Work Ethic: _____	Total Group Mark: / 50

