

Design Your Own Game!

Before designing games, it is important to practice identifying parts of familiar games. In the example below, the parts of Rock, Paper, Scissors are identified. After you read the example, make up your own game and try to break it down into six parts.

Rock, Paper, Scissors	Name of your game:
Goal The goal is to choose the winning object.	Goal
Challenge Three different objects exist - rock, paper, scissors - and players do not know what the other player is going to choose as their object.	Challenge
Core Mechanics Players “throw” an object meaning they make the shape of an object with their hand and extend their arm to “throw” it after the count of 3.	Core Mechanics
Components The components are one hand from each player.	Components
Rules Each person throws an object with one hand. Rock (a fist) beats scissors (first two index fingers). Scissors beats paper (flat hand). Paper beats rock. Whoever wins gets a point.	Rules
Space The space is anywhere enough space exists for two people to stand facing each other and extend one arm.	Space