Become a Game Designer: Design a Game

Now you are ready to design a game! Use the Simple Game Design Steps on the left to guide you as you create your game. To practice more game design, visit our Gamekit website (**beta.gamek.it**) to get additional game design challenges.

EDUCATOR TIPS

- Keep your games simple.
- Playtest early, playtest often.
- Use yourself, students, game designers, teachers, or other people as playtesters.
- Make it fun.

Simple Game Design Steps

STEP 1
Gather 3 different types of materials.
Use any everyday items like coins, rubber bands, paper cups, paper clips [Ex. 4 coins, 2 rubber bands, 9 paper cups]

STEP 2
Explore core mechanics.
Play with each object to get a sense of how you might use it in a game. [Ex. Rubber bands can stretch, coins can flip, cups can stack]

STEP 3
Pick one core mechanic.
Build your game around this core mechanic. [Ex. Shoot rubber bands.]

STEP 4
Pick a goal.
Give your players something to strive for with a win condition. [Ex. Shoot rubber bands into cups.]

STEP 5
Create rules.
Use materials and rules to structure your game. [Ex. Need to figure out who goes first? Flip a coin.]

STEP 6
Playtest your game.
Find a friend and play the game.

NAME OF YOUR GAME:

Goal

Challenge

Core Mechanics

Components

Rules

Space