What are the Game Parts of Your Favorite Game?

Before designing a game, 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, pick a game and try to break it down into its six parts.

ROCK, PAPER, SCISSORS

Goal
To "throw" the winning shape: rock, paper, or scissors.

Challenge
To anticipate which shape your competitor will throw—rock, paper, or scissors—so that you can throw the shape that beats it.

Core Mechanics
Players "throw" an object, meaning they make the shape of an object with their hand and extend their arm to "throw" it.

Components
Three shapes: rock, paper, and scissors; one hand from each player

Rules
-Each person throws a shape with one hand.
-Rock (a fist) beats scissors (a V-shape made with index and second finger extended), scissors beats paper (flat hand), paper beats rock.
-Whoever wins gets a point. If it is a tie, each person throws a shape again. Winner is the person who wins two out of three rounds.

Space
The space is anywhere enough space exists for two people to stand facing each other and extend one arm.

NAME OF YOUR FAVORITE GAME:

Goal

Challenge

Core Mechanics

Components

Rules

Space