

**WORKSHEET**

PHASE A | B

Team \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Fill the boxes of the worksheet as a guide through the process. Depending on your idea or your progress you may not have to fill every box

**Title**

*Have you thought about a title?*

What are the components of the game. The actions of the players, the rules and mechanisms. The tools the players have, the aims and behaviours. As an example think of scrabble: The tiles with the letters, the points according to rarity of a letter, the board, the randomness of the tiles.

**The aim**

*What is the aim of the game? What will you explain to the players that they have to do? How will the player know about success?*

**The rules**

*What are the basic rules? How are they guide the game to the end? Are there roles? Is there a narrative?*

**Use of technological means and tools**

*How will the smartphones be used? As information screens, communication, barcode scanners, GPS, maps, radar, compass, flashlight...?*

**Mechanisms**

*How are the rules enforced? How is the game paced? Is there immersion in the atmosphere of the game? What about player communication? Awareness of the actions of the other players? Competition? Cooperation? Deception?*

**Location and real-world objects**

*How are they involved in the game? How are the players interacting with them?*

**Behaviours and aesthetic result**

*How do you expect the game to evolve over time? How will the players feel playing it?*