

Making changes

At this stage you'll probably want to make some changes. Use this template to help you sort out which ideas or changes are good, and which are going in the wrong direction. Test the game by playing against yourself first, then with other people.

What's the problem?

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Why is it a problem?

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What might solve it? Think of two or three solutions and then try them out.

1.

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2.

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3.

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Did any of them work? Write down what happened.

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Are you interested in designing more of your own board or card games?

Submit your ideas to the Tabletop Game Design Challenge, a contest for anyone based in the UK and aged 7-16. Find out more at kidsgamedesign.org.