

Writing down the idea

Use this template to help you get the ideas out of your head and on to paper. You might want to try a few different ideas (use a different sheet for each) and then choose the one you like best.

What is the story? What's the game about? Who are the players and what are they trying to do?

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How are they playing? Explain broadly how the game works in one sentence.

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What components do you have? Playing cards, dice, a board? Does each player have one piece, or a team of pieces, or are pieces shared? Is there money or a score track?

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What happens on a typical turn? What are the main actions? How long is each turn?

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How many players? How long is each game?

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What do you want someone to feel playing it? Do you want people to say "that's a really clever game which made me think" or do you want them to say "that's such exciting chaos"?

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What makes the game interesting and FUN? What makes someone want to play it again?

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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.