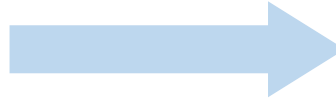


# So you want to game? Game Development Worksheet

1. Target Specialty/Topic/Environment: \_\_\_\_\_
2. Your target audience: \_\_\_\_\_



Needs should be directly or indirectly addressed through the process of game play and achieving the goals/objectives of the game



<b>3. What are the needs in your context?</b> (Eg: clinical knowledge translation, learning logistics, encouraging interdisciplinary communication, teamwork)	<b>4. What are some possible goals / objectives of your game?</b>

**5. Choose the main goals/objective (circle above) and identify any mini goals/objectives:**

- \_\_\_\_\_

**6. Setting:** \_\_\_\_\_

**7. Characters:**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**8. Think about game mechanics**

Game Mechanic	Game	Overarching goal	Competitive vs. collaborative	Single vs. multiplayer
Zero-sum	Chess	Kill the King	Competitive	Single
	Checkers	Capture or block opponent's pieces	Competitive	Single
	Battleship	Sink your opponent's ships	Competitive	Single
	Connect Four	Form a line of four discs	Competitive	Single
Cooperative	Pandemic	Obtain cure before game losing condition	Cooperative	Multiplayer
	GridlockED	Obtain 500 pts before game losing condition	Cooperative	Multiplayer
Asset accumulation	Risk	Occupy every territory	Competitive	Multiplayer
	Go Fish	Obtain the most card sets	Competitive	Multiplayer
Complete a quest	Zelda	Defeat final boss	N/A	Single
	Super Mario	Defeat final boss	N/A	Single
	Game of Life	Collect the highest dollar amount.	Competitive	Multiplayer
Survival	Minesweeper	Uncover all square without detonating hidden mines	N/A	Single

**8 (continued). What mechanics do you want to use?**

**9. Sketch out the rules**

**10. Build your Prototype**

**11. Feedback and test play:**

What worked? What didn't work? Were your identified needs addressed adequately through game play?

**12. Refinement**

**13. Take to Market**