

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Period: \_\_\_\_\_

# Game Design

P F V S V B Z P T C O R E M E C H A N I C S Y Q  
G Q N F I C O S K A G I C E C Y X S G M B T B R  
V S U E P E R A Z J C Y W I C R S T V G B T S W  
I M A G B E V C R W A S E V V I Q N L L C E Y A  
U A R N H D X I B D F S E L U R D F A B O C L K  
K U T E K N M C T D G O J X C I O U G T M H K T  
K A I L Z P T S Y C L A T S H W S G R Z P N V Q  
Y J S L W A Y V E P A L M T J I A R O R O O P B  
Y U T A K T C E L F E R Y E V K N A T E N L O W  
L Q D H W O I D A X O Q E I S X A P A E E O U S  
W G G C Y Q U A L J G H H T W J B H M N N G V C  
Y B U N Z N D A S P W Q Z X N C R I I I T Y E O  
J C D V S M N N P L G Q X T W I A C N G S E T J  
T D P C R A D M D A F X H Z M L I D A N G L A T  
S E M A G D R A C Y Y D Z Q F E N E E E T A R Y  
E W U S Z I S G I T K G O A L H S S M Q Z R E H  
L T I W H M N S B E S I P R C K T I D V O I T Y  
I J N B O I O U O S W Z M R I U O G Q A V A I T  
N F H Y V Q D A F T T R W E N T R N H C Z I E Y  
Z I K X V A K Y C R Z A Q I N W M L G U K R E I  
X O Q S B N A B A W Q T I Y B I E N Q Q W F C U  
I L B V G A M E D E S I G N P R O C E S S M A Q  
L U G M O H K R A S E M A G O E D I V Z T U P S  
A X A T I P R O T O T Y P E O M B C R I P K S L

Game Design Process

Core Mechanics

Graphic Design

Board Games

Interactive

Video Games

BRAINSTORM

Card Games

Components

Technology

Challenge

PROTOTYPE

Animator

Engineer

PLAYTEST

ITERATE

REFLECT

Artist

Visual

Rules

Space

Dice

Goal

Fun