



# GAME DESIGN WORKSHEET

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# Game Maker Kit

## Make your own tabletop games!

An amazing collection of components, templates, and how-to guides for designing board games, card games, and tabletop games! Everything you need to be inspired to build your own games is included!



[GoVentureGames.com](http://GoVentureGames.com)



# Game Design Worksheet

**This worksheet makes it easy for you to design your own game!** Follow the steps below. Examples are included to help guide you. Some questions may have more than one answer — check all the boxes that apply.

**Game design is not a linear activity.** You will find yourself jumping from one idea to another. Do the same with this worksheet. Fill in the boxes in the order you feel most comfortable. And change things as you go. There are no right or wrong answers — keep designing and playing!



This WORKSHEET allows you to enter your own text and save it to your device for future reference. Click the download arrow at the top of the page to save your work.

## Game Name

\_\_\_\_\_

Every game needs a name. Choose one to start — you can change it later.

## Inspiration

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

**List the ideas or games that inspired you to create this game.**

Identify the gameplay, mechanics, theme, or other inspiration.

## Player Profile

- Children
- Teenagers
- Adults
- Family
- Friends
- Everyone
- \_\_\_\_\_

### Select who the game is designed for.

Games designed for younger children tend to have simpler and shorter gameplay. Rules should be easy to follow. Components should be easy to handle. Text should be large and easy to read and understand. Games designed for teenagers and adults can be more complex — but they don't have to be.

## Objective

- Entertainment
- Education
- Practice
- Socializing
- Strategic Thinking
- \_\_\_\_\_

### Select the objective of the game.

Entertainment games are played for fun. Education games are played to learn. Practice games are played to repeat a certain activity or skill. Socializing games are played to interact and converse with other people. Strategic Thinking games are played to use logic, pattern recognition, and memory skills.

## Achievement

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**Describe how the game achieves the objective.**

If the objective is entertainment, describe how the game is fun to play. If the objective is education, describe how the game will be effective for learning. Do the same for any other objective you are trying to accomplish.

## Type

- Abstract
- Adventure
- Auction
- Deck Building
- Deduction
- Dice
- Mystery
- Party
- Puzzle
- Role Playing
- Strategy
- Token Placement
- Trivia
- Word
- \_\_\_\_\_

**Select the type of game.**

Type refers to the category or genre that a game falls into based on its gameplay.

Examples

- *Chess and Checkers* — Abstract, Strategy
- *Monopoly* — Strategy
- *Risk* — Strategy, Dice
- *Dungeons & Dragons* — Role Playing, Dice, Strategy
- *Clue* — Deduction
- *Scrabble and Bananagrams* — Word
- *Carcassonne* — Token Placement

## Competition

- Players compete against each other
- Players cooperate to beat the game
- \_\_\_\_\_

### Select the type of competition.

Games can be competitive where players or teams compete against each other, or cooperative where players work together to achieve a common goal. Some games may include elements of both competition and cooperation.

## Number of Players

- 1
- 2
- 3
- 4
- 5
- 6
- \_\_\_\_\_

### Select the number of players.

Games are typically designed for a range of players, often 2 to 4. Games sometimes include variations to the rules so that they can be played by 1 player on their own, or by many players. Some games are specifically designed for many players.



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## Theme

- |                                       |  |
|---------------------------------------|--|
| <input type="checkbox"/> Animals      | <input type="checkbox"/> Medical         |
| <input type="checkbox"/> Construction | <input type="checkbox"/> Nature          |
| <input type="checkbox"/> Civilization | <input type="checkbox"/> Nautical        |
| <input type="checkbox"/> Business     | <input type="checkbox"/> Political       |
| <input type="checkbox"/> Crime        | <input type="checkbox"/> Racing          |
| <input type="checkbox"/> Fantasy      | <input type="checkbox"/> Real Estate     |
| <input type="checkbox"/> Farming      | <input type="checkbox"/> Religious       |
| <input type="checkbox"/> Food         | <input type="checkbox"/> Sports          |
| <input type="checkbox"/> Fighting     | <input type="checkbox"/> Science         |
| <input type="checkbox"/> Geography    | <input type="checkbox"/> Science Fiction |
| <input type="checkbox"/> Historical   | <input type="checkbox"/> Space           |
| <input type="checkbox"/> Horror       | <input type="checkbox"/> Trains          |
| <input type="checkbox"/> Humorous     | <input type="checkbox"/> War             |
| <input type="checkbox"/> _____        |  |
| <input type="checkbox"/> _____        |  |
| <input type="checkbox"/> _____        |  |

### Select the theme of the game.

The theme of a game is the subject, setting, or story on which the game is based. A game may have multiple themes. The theme may be applied to the visual style of the game and the activities players undertake. A theme that matches the gameplay is more fun and engaging.

## Theme Details

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### Describe the theme in more detail.

## Play Area

- None
- Gameboard
- Playmat
- Tiles
- Terrain
- \_\_\_\_\_

### Select the type of play area used.

Games may use a small or large gameboard, or a gameboard that is assembled using tiles or cards — or they may not use a gameboard at all. Some games feature multiple types of play areas.

## Progress

- Move along a set path
- Players take turns
- Players play at the same time
- Dice
- Spinner
- Draw Cards
- \_\_\_\_\_

### Select how players progress through the game.

#### Examples

- *Chess* — Take Turns
- *Scrabble* — Take Turns
- *Poker* — Draw Cards, Take Turns
- *Monopoly* — Set Path, Dice, Take Turns
- *Candyland* — Set Path, Dice, Take Turns
- *Game of Life* — Set Path, Spinner, Take Turns
- *Sushi Go!* — Same Time, Draw Cards



# Actions & Mechanics

**Describe the primary actions players do in the game and the mechanics of how they take those actions.**

Examples

- Draw or Play Card
- Draw or Place Tiles
- Place or Move Token
- Roll Dice
- Buy Items
- Use Items
- Take Action
- Place Bid
- Remove Items
- Discard Items
- Spin For Result
- Negotiate
- Trade
- Activate Tokens
- Gather Resources
- Attack
- Accuse
- Peek At Cards
- Score Cards, Tokens, or Tiles

More examples and details are on  
[GoVentureGames.com](https://GoVentureGames.com)

# Metrics

- Achievements
- Cards
- Energy
- Equipment
- Health
- Influence
- Lives
- Money
- Points
- Power
- Resource
- Score
- Territory
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**Select the metrics that are tracked in the game.**

Metrics are the elements that represent a player's attributes, status, or possessions within the game.

## Examples

- *Checkers* — Each player starts with 12 pieces represented by round tokens.
- *Chess* — Each player starts with 1 King, 1 Queen, 8 Pawns, etc. — all represented by uniquely shaped pieces.
- *Monopoly* — Players collect money, properties, houses, hotels, and cards.
- *Risk* — Players build armies using infantry, cavalry, and artillery tokens and hold territory cards.
- *Scrabble* — Players collect and place letter tiles to earn points.



## Player Interaction

**Describe how players interact with each other.**

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## End

**Describe how the game ends.**

How a game ends depends on the gameplay. This could be at the end of a path, or after a certain number of turns, or when a particular achievement is earned, or when another condition is met. Clarify if players may complete their final turn after the end condition is met.

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## Winning

**Describe how the winner is determined.**

Most games have one way to win, but some games provide more than one way. Having multiple ways to win can increase strategy and engagement. Be sure to identify how ties are handled.

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## Duration

- Few Minutes
- 20 Minutes
- 30 Minutes
- 45 Minutes
- 1 Hour
- 1.5 Hours
- 2 hours
- 3 hours
- \_\_\_\_\_

**Select how long the average game takes to play.**

Games take longer to play the first time players are learning the rules. The more rules, the longer it takes to get started. You may identify both durations here — the play time for first-time players and the play time for players who are familiar with the rules.

## Components

- |   |                                       |
|---|---------------------------------------|
| <input type="checkbox"/> Box _____        | <input type="checkbox"/> Dice _____   |
| <input type="checkbox"/> Rules _____      | <input type="checkbox"/> Money _____  |
| <input type="checkbox"/> Gameboard _____  | <input type="checkbox"/> Pawns _____  |
| <input type="checkbox"/> Playmat _____    | <input type="checkbox"/> People _____ |
| <input type="checkbox"/> Spinner _____    | <input type="checkbox"/> Dials _____  |
| <input type="checkbox"/> Sand Timer _____ | <input type="checkbox"/> Stands _____ |
| <input type="checkbox"/> Tiles _____      | <input type="checkbox"/> Clips _____  |
| <input type="checkbox"/> Cards _____      | <input type="checkbox"/> Bags _____   |
| <input type="checkbox"/> _____            |                                       |
| <input type="checkbox"/> _____            |                                       |
| <input type="checkbox"/> _____            |                                       |
| <input type="checkbox"/> _____            |                                       |
| <input type="checkbox"/> _____            |                                       |

**List the components that are needed. Include quantities, sizes, and other properties.**

## Sketch The Game

*If you are viewing this document using the Adobe PDF app (not an Internet browser), you can use the draw tool here, or click the box below to upload an image.*

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## Next Steps

When you have completed most of the worksheet above, you are well on your way to designing your game — congratulations!

The next step is to start play-testing the game and the various actions and mechanics to see how you like the gameplay. Assemble the components that you need and play the game on your own while trying to visualize the gameplay with more players.

Make adjustments and then play again. Ask friends and family to play test the game with you. Observe how players interpret the rules and interact with the game and each other. Keep notes for future reference.

Continue to make adjustments to the game. It's common to make many changes before you are pleased with the results. You may even decide to abandon the game altogether — and that's ok. Try again with a fresh start.

Keep designing and have fun!

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## Design Considerations

Consider these design and gameplay issues as you perfect your game.

More can be found on [GoVentureGames.com](https://GoVentureGames.com)



### Depth

Games with fewer rules are easier to start and play than games with many rules. But fewer rules usually means less depth in the gameplay. Less depth may reduce engagement or replayability — or not. Achieving this balance can be difficult, so it's important to know the type of player your game is designed for. You may also consider creating both basic and advanced rules to give players a choice of gameplay.



## Progression

Progression allows players to do more as the game develops. This provides simpler gameplay early on while introducing more depth as the game progresses. Progression makes it easier for players to begin with simpler rules while retaining engagement with deeper gameplay.



## Actions & Mechanics

Actions are the activities players do in the game and mechanics are how they do them. Test out different actions and mechanics to find the best combinations.



## Randomness

Most games have some form of random result, often created with dice, spinners, or drawing cards. Randomness in gameplay makes a game less predictable and better for playing the game multiple times. But too much luck can make players feel as though they have little or no control over the outcome of the game. Players should feel that their actions have an impact on the game and their chances of winning. Otherwise, they may get bored or discouraged. Randomness is good but too much luck can be problematic.



## Winning

Games typically have clear rules on how to win. Winning often requires achieving one specific goal, such as earning the most points, resources, or other metric. With only one way to win, some players may fall behind early in the gameplay with little chance of catching the leaders. This may result in players losing interest in the game. An alternative approach is to provide multiple ways to win. If one strategy is not working out well for a player, they can choose an alternative strategy to remain competitive and engaged in the game to the end.





## Balance

The best games keep players engaged from start to finish. Gameplay that is properly balanced keeps all players as evenly matched as possible so that everyone has a good chance of winning. No specific action should be too powerful. Metrics and strategies should be balanced in terms of pros and cons.



## Waiting

Many games are turn-based, which means each player has to wait for other players to complete their turns each round. If the waiting between turns takes a long time or has no strategic benefit, players may become bored. Consider how to reduce this waiting time or how to create activities that can keep players engaged while waiting. Some games allow players to take action at the same time.



## Competition

Many games use zero-sum competition. This means for one player to win, all other players must lose. Competition can be fun but may also create a negative experience for some players. To balance this, games may include cooperative play such as trading, negotiating, or other gameplay that encourages players to work together even though they may also be competing. Some games are designed to be entirely cooperative where all players collaborate to compete against the game.



## Rules

Game rules should be written with proper grammar and clarity, making them easy to read and understand. Graphics, photos, and bullets can help. Every possible gameplay situation should be addressed so there is no uncertainty about how to play.



## Replayability

The best games motivate players to play them multiple times. Shorter games are more likely to be replayed than longer games. Longer games can have more depth to engage players to want to play again. Finding the right balance in gameplay is challenging. Games can be designed with expansion packs that add more depth to the gameplay by introducing new elements or components. Games can also be republished using different themes with similar rules.



## Components

Games must include enough components to accommodate all possible gameplay situations. Determining the right quantities requires considering the most extreme gameplay situations and doing basic math to sum the number of components needed.



## Manufacturing

Manufacturing and selling a game can be costly. The types and quantities of components included in the game directly impact the cost of making the game. Custom components typically cost more than ready-made components. Manufacturing a few dozen or few hundred games costs much more per game than manufacturing thousands of games. The size and weight of the game impacts shipping costs. Shipping costs are typically incurred twice — first when moving the game from the manufacturer to a warehouse and then from the warehouse to individual customers. Keeping costs low while maintaining good quality is a challenge.

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