Planning Phase Checklist ☑

STAR

The 5 Phases of Game Design

Planning Phase Checklist

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Need some inspiration?
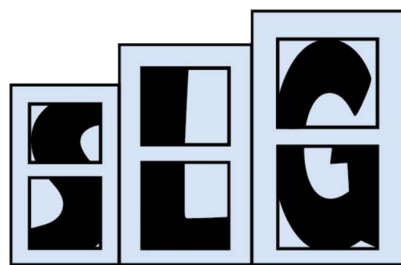
Click Here for 20 Popular Board Game Types

About Streamlined Gaming

Making games is our passion.
Our goal is to ignite that passion in others.

You do not need to be a **painter** to pick up a paintbrush.
You do not need to be a rockstar to learn an instrument.
You do not need to be a game designer to make your own game.

We believe **ANYONE** can make a game.
Game making is a great way to express your creativity.

Think inside the Game Box.

Have you ever thought,
I want to make a game...

BUT

I don't know where to begin!

Use this checklist as a tool to develop your ideas.

Completing checklists for your favorite ideas will help you see which ones are ready to begin prototyping.

Am I ready to make a prototype?

Progress with confidence.

What's holding you back? Complete this checklist & move to phase two!

I have no idea what to make!

Generate game ideas!

Randomly Fill in the Blanks & challenge yourself to come up with an idea that uses them all.

Answer as many questions as you can

You don't need to have ALL boxes checked before begining your prototype, but it is good to have most. Push yourself to at least THINK about every quest. The more you know about your game now, the easier the prototyping phase will be later.
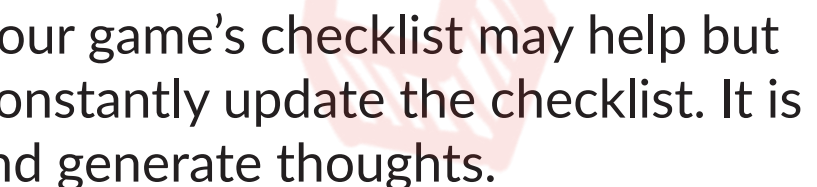
Your answers may change - That's Normal!

As you create and playtest your game, it will evolve. The answers you originally put in your checklist may stay the same or be completely different.

Use it when you need it

If you feel stuck, updating your game's checklist may help but don't feel like you have to constantly update the checklist. It is here as a tool to organize and generate thoughts.

Planning Phase Checklist

GAME NAME: _____   **CREATED BY:** _____

GAME TYPE

Examples: Resource management, king-of-the-hill, cooperative, family fun, party, role playing, Bluffing, ETC...

of PLAYERS

RESOURCES NEEDED

What do you need to gather to play the game? (Cards, boards, dice, money/gold tokens, etc.)

Goal(s)

Examples: Basic Rules, How do players win or Lose?, How many turns, Who goes first, etc...

THEME

What is your game about?

TARGET AUDIENCE

Who will play your game?

BACKSTORY

What inspired you to create this game? How is it unique and appealing to playtesters?

Example Checklist

GAME NAME: Memaw's Monsters   **CREATED BY:** Calvin Keeney

GAME TYPE

Examples: Resource management, king-of-the-hill, cooperative, family fun, party, role playing, Bluffing, ETC...

Tower defense, deck-building game.

of PLAYERS

2

RESOURCES NEEDED

What do you need to gather to play the game? (Cards, boards, dice, money/gold tokens, etc.)

I needed to create 3 types of cards ("Shop" cards, "Monster" cards and "Starter" cards). A "damage tracker" for each players' fort was also needed. I planned to use a pad of paper and pen for the prototype. This is what I had used to track damage in the TCGs I played so it should be sufficient for my target audience.

Goal(s)

Examples: Basic Rules, How do players win or Lose?, How many turns, Who goes first, etc...

Be the first to defeat your opponents' fort.

THEME

What is your game about?

Each player plays as either Memaw or 1 of the 6 grandchildren. Build and upgrade towers to protect your fort (base) from monsters. The monsters are from stories Memaw told us as children.

TARGET AUDIENCE

Who will play your game?

Players that enjoy playing 2 player trading card games (even though this was not a trading card game, this is the type of player the game was made for).

BACKSTORY

What inspired you to create this game? How is it unique and appealing to playtesters?

I knew from a very early age that I wanted to create my own game. Memaw inspired a lot of the creativity that I developed as a kid. I wanted to recognize and honor the stories she would tell us through the game I wanted to design.

SLG Challenge

3 Ideas in 3 days

Are you up for a fun test?

If so, then we challenge you to plan out 3 different game ideas in the next 3 days.

Pick out your favorite new game idea and tell us about it!

This is a great way for game designers like you and me to train our minds to become more creative.

Good luck brainstorming!
And don't forget to share your best or "worst" idea with us!