

THE 6 PARTS OF A GAME

1. SPACE

Where does the game take place?

2. GOAL

How do you win?

3. CHALLENGE

What is between you and your goal?

4. CORE MECHANICS

What actions are you constantly repeating?

5. COMPONENTS

What are all the “pieces” necessary to play?

6. RULES

How is play structured?

THE DESIGN CYCLE

