

The Ludology Podcast Game Design Checklist

Hosted by Cardboard Edison

This is a series of questions/topics to help guide the development of your game. You should have answers that you are happy with for all of these.

The Experience

What is the core experience?

Why would someone want to play this game?

Where is the fun for the players?

Who is your target audience?

What makes this game different from other games on the market?

Do all game mechanics support the experience?

Is the duration appropriate for the experience?

Are there things for players to learn and get better at? Is this appropriate for the length and experience of the game?

What are the decision points in the game?

Is there a game play arc (narrative arc) appropriate to the duration and experience?

How do the players interact with each other? Is it appropriate for the experience?

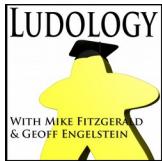
Mechanics

Are the mechanics fresh and innovative? Are they too innovative?

Are there moves/actions that players always take? Can these be eliminated or changed?

Do you give players incentives to do interesting things?

Will a new player have an idea of what a good play is early in the game?



Can any mechanics be eliminated or simplified?

Which mechanics are not intuitive? Are you taking appropriate steps to explain / ease players in?

Are there any degenerate/extreme strategies? Is there a dominant strategy?

Are the start positions sufficiently balanced?

Is the winner in doubt until the end of the game? Is your win curve (lead vs chance of winning) appropriate for the game? Is there a snowball effect?

Will a new player occasionally beat an experienced player? How often? Is this appropriate for the experience?

Is anyone actually eliminated from the game? Is this appropriate to how long they may have to wait for the game to then end?

Is there player downtime? If so, is it appropriate for the target audience and experience?

What drives the game towards a conclusion?

Graphics / Production

What is your price point? Is this appropriate for the experience, target audience, and duration?

Do your components support the price point?

Are the components designed to support the experience?

Are the components designed to intuitively support the mechanics?

Do the rules function as both tutorial and reference?

Has someone else reviewed and edited the rules?

Are any reference materials (reference cards, on-map explanations) required?

Has the game been blind playtested?

Is the graphic design appropriate for the theme, experience, and target audience?

Are your fonts easily readable? Is text an appropriate size?



Is iconography clear?

Is there ambiguity in graphics (e.g. map adjacency), card text, or other items?

Are the graphics color blind friendly?

Is the design friendly for printing in different languages?