

TaleBlazer Game Worksheet

Here are some things to think about as you design your game.

Game Name

Purpose/Goal of Game

What do you want your players to get out of playing this game? Do you want your players to learn anything in particular from your game or react in any particular way? Do you want to them to have fun or think deeply or bond with each other? Do you want to persuade them about something? What skills would you like them to practice?

Genre

What kind of game will you create? Will it fall in any of the following categories?

Role-Playing Game (RPG)

Choose Your Own Adventure

Race

Adventure Game

Puzzle Game

Board Game

Historical Fiction

Scavenger Hunt

Arcade Game

Mystery

Science Fiction

Other(s)

Narrative

Will your game tell a story? If so, what is it?

Player's Goal

Are there explicit goals or quests in the game for the player to accomplish?

Educational Content

Are there specific vocabulary/ facts /topics/ideas that your game will cover?

Real-world Location

Where will your game be played in the real world?

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Virtual-world Location

Does the game narrative take place in a different location?

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Virtual-world Time Period

Does the game narrative take place in a different time period?

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Roles

Does the player pick a role to play when the game starts?

Role Name	Actions	Traits?	Other?

Agents

What characters or objects will the player meet?

Agent Name	Actions	Traits?	Other?

Location-Based Tie-In's

Will your game ask/require the player to look at the real world? What real world connections will your game make?

Tabs

What kinds of tabs does the player see on the mobile software? Don't forget to add the 'Clue Code' tab if your game has clue codes. Don't forget to add the 'Inventory' tab if you want your players to see their inventory.

- Game** (required) – allows player to see game information and to 'Leave Game'
- Map** – map with icons representing agents
- Player** – role dashboard including name, picture, description, traits, actions
- Clue Code** – access 'clue code' agents anytime anywhere
- Inventory** – list of objects (which are agents) in player's inventory. Allows player to drop objects
- History** – list of agents the player has seen already
- Admin** – allows player to 'Tap to Visit'

Game Mechanics

What kinds of TaleBlazer game mechanics will take place in your game?

End State

Is there an 'end' state? What happens? How does the player know that the game is completed? Can the player 'win'? Can the player 'lose'?
