**Game Building Worksheet**

You are a game designer. Use this worksheet to identify what your game is about and how it will work. Then create rules for clarity. Finally, what materials do you need to get the game to work the way you want? Remember to play-test!

Use the back of this worksheet to brainstorm ideas.

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| **Goals / Objectives** |
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| **Game Mechanics - Details** |
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| **Rules** |
|  |
| **Materials** |
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**Brainstorming Notes**