Working Group 8
Quick-turn Game Development
“Good, fast, cheap – pick two”
Robert Leonhard
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Working Group 8—Quick Turnaround Game Design

Chair: Robert R. Leonhard

Co-Chair(s): Rex Brynen, Brian Train, Eric Greenberg, Todd Kauderer, and Matt Caffrey.

Objectives:

- Coach participants in designing games
- Adapt best practices from other workgroups into an abbreviated experience in game design
- Context: This workgroup invites both experienced and inexperienced members of the gaming community of interest to try their hands at rapidly developing a workable game over the course of a couple of days.
- Scope: Workgroup members will either choose a topic from those offered or develop a topic of their own, determine the game's parameters, and then develop a game. Members can work in small groups with assistance from the workgroup chair, co-chair, and assistants.

Concept

- Game design will commence on Tuesday and conclude on Thursday.
- Participants will be able to choose from a variety of prepared “Game Ideas” (one-page concept sheet that includes topic, suggested approach, and notes); or participants can start from scratch with their own ideas.
- Each participant will be given a “Design Worksheet” to fill out and think about. The worksheet will prompt them to think about the topic, scope, scale, design objectives, and simplification methods.
- Workgroup cadre will provide blank paper (hex sheets, blanks, etc.), blank cards, drawing tools, etc. Participants will also have access to the internet for researching their topics.
- Workgroup coaches will work with each participant, keeping them on track and helping them simplify their designs.
- The goal is to complete and playtest each game before the end of the day on Thursday.
- Worthy designs will be forwarded to Victory Point Games as game proposals, if the participants wish.