**Uniformity**

* Title, theme, format, graphics, mechanics

**Board**

* Durable - card stock/ cardboard
* Have all static information handy
* Playing field not cluttered
	+ Outline places for cards
* Clear path with **definite start/finish**
	+ Loops or straight lines
	+ Shortcuts and setbacks
	+ Large spaces to land with clear instructions
		- If go back 2 not land on space to move forward 5
* Clear labelling

**Cards**

* Cut out of cardstock so can shuffle
* Clearly written

**Randomizers = Dice/Spinner**

* Way everyone can win
* Element of chance

**Markers/Tokens – to keep score**

* People need to be able to know who wins
* Identifiable items like houses/money

**Playing pieces**

* Appropriate for game and its theme
	+ Not just coloured papers
	+ Glue pictures and make stands
* Sturdy and durable construction

**Notepads**

* For people to jot information when they need to keep track of lots of information

**Rules**

* Surprises so not repeat sequences, progress or events
	+ Incentives to move different number of spaces
* Equal opportunity
* Winnable
* able to master rules quickly – able to understand – familiar concept – logical – good flow
* No kingmakers, no early elimination
	+ Fair rules
* Reasonable wait times
* Consistent
* Defined purpose – why play/how play/how win
* Options for short term gain
	+ Double/triple rolls
* Element of chance and competition
* Definite goal/rewards

**Illustration**

* Decorate to support theme
* Choose a suitable and supportive font

**Outlines**

* Sketch design of rough game board and pieces
* basic rules – may need to correct/revise as go through process
* age range
* set goals = number of players, how long game will take, how complex, how much luck/skill to win, how will win
* test to see that it works
* class will play and offer criticism so can improve game