Team Members:

(Share doc with all team members!)

1. What is the objective of your game?

2. How many players?

3. Are there player pieces? What do they look like?

4. Are there player aids (Think: Monopoly property cards, Yahtzee player sheets... something used to keep track of game progress)?

5. Are there game cards (Candy Land, Monopoly)? What do the cards contain and how are they used in gameplay?

6. You need 2 digitally fabricated components in your game as a minimum requirement. What are some ideas?

7. Part of this game is teaching correct chemistry concepts. How are correct answers built into your gameplay so players have to get the right answer to "move on?"

8. Ideas for game board/cards/etc: Start brainstorming below. On scratch paper, start sketching what your game board, pieces, cards, etc. will look like.