

In 2020, a new category for board games was added to the Washington State PTA Game Development Competition. This document should be used as a resource to help you in planning out a board game submission.

Brainstorm Ideas for Your Game

Write your ideas down at a brainstorming session with your team. What is the point of your game? Do you have a message to share? Decide on the mechanics of your game. Will it have an actual board like Snakes and Ladders? Or, will it be a card game such as Uno? Or a combination of the two like Monopoly? How do the players move? How does a player win and the game end?

You need to come up with an original idea but make sure it follows the theme of “Changing the World”. The game must be suitable for all ages.

The Mechanics of Your Game

Think about how your players move. Does the player move and win because of luck (role of a dice/spinner) or does the winner need to use skill and strategy as you would in Chess? Is there any interaction between the players? How does the game progress? Are there different stages? How do you win and when does the game end? What are the rules?

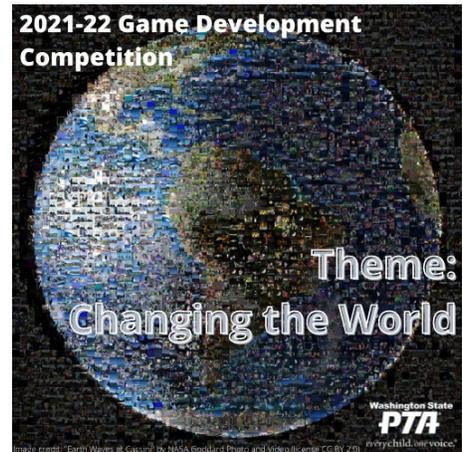


Design the Physical Parts

Games can consist of a board, counters to represent players, die/dice, spinner, in-game currency, tokens, cards, rules, etc. Provide instructions on how to play. The games instructions should explain how to set up the board, how the game starts, how to take a turn, how a player wins, when the game ends, and any additional rules.

Make a Prototype

This does not need to have amazing artwork, you are testing if your games works well by play testing. You can continue to make changes until you are happy with the game. Then, when you are happy with your game, spend time on the art work. Make sure you have enough time for this step. If you need help with making a board, see the templates at [DesignYourOwnGame.pdf \(museumofgaming.org.uk\)](https://www.museumofgaming.org.uk) and for a dice template you may use [Classic Printable Paper Dice Template | Free Printable Papercraft Templates \(supercoloring.com\)](https://www.supercoloring.com)



Play Testing

Please have yourself, your team, friends and family play your game before you send it in. This step helps you to make sure your games rules and instructions are complete and easy to understand. You will gain useful feedback on your game from people you test play the game with, so listen carefully to them. This is your best opportunity to improve your game. See if you can make it more fun to play.



Playability

Make the game easy to play, with easy to understand rules. Set up and packing up should not take very long, no more than four minutes. People should be able to learn to play the game quickly. It should, however, not be too easy to win. Extra points will be given to games that are highly playable, i.e. fun and engaging to play.

Entry Requirements

To enter your board game to the competition, you will need to send in your entry via the online submission form:

1. A short description of your game, its aim, and how it uses the theme “Changing the World”.
2. Game instructions on how to set up the game, play, and win. These should include any rules.
3. A board, cards, counters, dice, tokens, pieces, etc. Whatever is needed to play the game. You can send these in as Word documents or PDFs.
4. Two photos of your game.
5. Don't forget to decide on the name of your game and your team name.
6. A sell sheet. This should be one 8.5x11 page. (See [Sell Sheets for Game Designers 101 | The Best Games Are Yet To Be Made \(leagueofgamemakers.com\)](#).) Your sell sheet should include:
 - game name
 - designer name(s)
 - game stats: play time, player count, recommended ages
 - short description of your game
 - components of your game
 - what makes your game exciting
 - images of your game
7. The name of your school and all your team members and their grades.

The game must include original work of the team. Work that is not created by the team must have proper documentation, showing copyright permissions and/or license for usage in the game segment.

Research and Further Reading

Play lots of board games to see how other games work. Think about how players move, how does a player win, and how does the game end.

Read the very interesting story of the true inventor of Monopoly, Lizzie Magie, who was only given \$500 for her game while another, Charles Darrow, become a millionaire from stealing her game.

- [Lizzie Magie: The True Inventor of Monopoly Was Forgotten - Pata Queens \(letherfly.org\)](https://pataqueens.com/2015/05/12/lizzie-magie-the-true-inventor-of-monopoly-was-forgotten/)
- [The secret history of Monopoly: the capitalist board game's leftwing origins | Monopoly | The Guardian](https://www.theguardian.com/culture/2015/05/12/monopoly-the-secret-history-of-the-capitalist-board-game)

Bibliography

Pass Go and Collect \$200: The Real Story of How Monopoly Was Invented. By Tanya Lee Stone

Additional Resources

[Printable Cube Pattern or Template | A to Z Teacher Stuff Printable Pages and Worksheets](#)

[Discovery Space fun at home board activity - Template 2 \(nma.gov.au\)](http://nma.gov.au)

[DesignYourOwnGame.pdf \(museumofgaming.org.uk\)](http://museumofgaming.org.uk)