

Think about your game design challenge. Many game designers draw pictures, create characters and use game tokens to help them think about their game design ideas.

**THINK**

Once you have thought about your game design idea, it is time to make your game. Two important parts of game design are creating the game's goal and rules for playing the game.

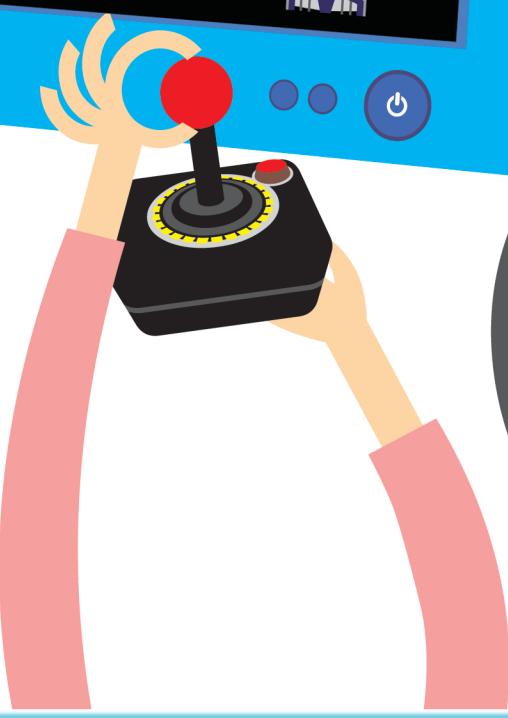
**DESIGN**

Once you have made your game, have other people play it. While you watch them play, think about your game design challenge. Watch to see if the players are having fun.

**PLAY TEST**

Once the play test is over, think about how fun the game was and if the players understood how to play. Then make changes to your game and play test it again.

**CHANGE**



# DESIGN PROCESS

Design is a four-step process. It starts with a design challenge. You **THINK** about games you can make to meet this challenge, and then you **DESIGN** one. To see if your game is good, you **PLAY TEST** it. You then **CHANGE** your design until the game is fun.