

THE RPG DESIGN OVERVIEW SHEET

What is the game about?

GAME NAME

How does the game do this?

Genre and Theme

How does the game encourage/reward this?

ALLOCATE ENGAGEMENT

What kinds of engagement or fun does your game focus on?

- 1 Point Not a Priority
- 2 Points Important for the Experience
- 3 Points Primary Focus of the Game

Allocate 10-15 points among them

SENSATION	Game as sense-pleasure	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FANTASY	Game as a make-believe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NARRATIVE	Game as unfolding story	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHALLENGE	Game as obstacle course	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FELLOWSHIP	Game as social framework	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DISCOVERY	Game as uncharted territory	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EXPRESSION	Game as soap box	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SUBMISSION	Game as mindless pastime	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ALLOCATE AUTHORITIES

Who has authority to contribute to the narrative in each way?

- 1 Point Only the Game Master
- 2 Points Either Game Master or Players
- 3 Points Only the Players

Allocate 9-12 points among them

Who is responsible for controlling the spotlight and attention of the group?	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Who is responsible for explaining, arbitrating and/or altering the rules?	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Who controls the PC's actions, decisions, thoughts, or emotions?	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Who determines which facts or statements are true in the fiction?	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Who determines how scenes begin and end?	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Who creates NPCs, controls and portrays NPCs?	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ALLOCATE COMPLEXITY

What portions of the game occupy your attention and effort?

- 1 Point: Easy to master
- 2 Points: Somewhat difficult
- 3 Points: Complex and difficult

Allocate 9-12 points among them

SITUATION	Setting and initial conflicts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARACTER	Number of character traits/stats	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RELATIONSHIPS	Number of relationships tracked	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LONG PLAY	Number of sessions to be played	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NOVELTY	Novel or unorthodox mechanics	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PARTICIPANTS	Number of participants & characters	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>