Hello! Are you a Ben Wyatt type, ready to break into the world of complex involving cones? Or are you someone who enjoys games? Good news, this document is meant to inspire all types of game design!

As you can see in the graphic on the opposite side, board games come in many forms. You'll note that common elements of board games include player pieces, die, square or rectangle shaped boards, cards, spinners, and of course, two or more players. Another essential of games? Rules. Chaos is fun, but does not make a board game enjoyable for the players.

Game design is a part of a skill set that takes time and practice, but for this moment, we are going to focus on some of the basics for the game. If you are interested in game design, I would recommend Board Game Design Lab’s website. Today, we're discussing 8 key components of any game.

1. **Goal** - it may be a race, a competition, or an elimination game, but every game needs a goal for the players to have something to strive for. Think of your favorite board game – what is the goal of the game?

2. **Actions** - These are the ways players get to play the game and take a course to get to the goal. You can think of this in terms of turn order, if multiple are taking an action at the same time and what happens if it is not your turn.

3. **Resources** - You know how in Monopoly or Settlers of Catan, part of the fun is owning things? Resources and how you use them can move a game from simple steps to adding an element of strategy. This also can help the pace of a game for your players.

4. **Acquisition** - In games, it's the little things that count, and that is getting the things. It can be pieces, it can be cards, it can be a tiny pie shaped wedge - the more a player earns in the game, the more exciting it is for them!

5. **Scoring** - Of course, most games end up with someone being the winner. As a game designer, you have the say in what is required to score and ultimately, win. Simplicity can be useful in the beginning stages, but if there is a unique aspect to scoring, you can try it out! Just try not to make it too complicated, because you do not want your scoring system to have a separate rule book.

6. **Elimination** - While not always necessary, having a game in which a player is eliminated through a lack of resources, unlucky actions, or losing acquisitions can bring an end to a long game. It can also lead to players to feel sad if they do not win, but hopefully, if you have a game with elimination (like chess or Monopoly), make it exciting and interesting enough to have players come back to try again!

7. **Uncertainty** - It's not as mysterious as it sounds. This part of game design refers to dice rolling or spinning a spinner or picking a card as a part of your game.

8. **Interaction** - When designing a game, think of the game you would love to play with friends or family, as well as a game that they will all enjoy. It may take trial and error, but playtesting is how you improve on game design!

Information found at http://www.leagueofgamemakers.com/breaking-down-games/