

Board Game Brainstorming

1. Which book do we want to build our game around?

Tip: Consider books with lots of action or books that most team members read so that they can contribute to the brainstorming.

2. What are some places talked about in the book? Are there parts of the setting overall that might be fun to draw or include?

For example: The skating rink, Fiona's house, and the library and also the scary woods.

3. What game pieces do we want to use?

Tip: Break out board games that team members own to borrow pieces or inspire you.

4. What should our "game path" look like? Monopoly? Chutes and Ladders? A circle?

5. How do we want the game pieces to move? Roll dice? Flick a spinner?

6. What are some events that occur in the book that could be included in the game?

Do we want to include those actions on the spaces, on cards that players draw, or something else?

For example: Harry is given an invisibility cloak. Move forward 2 spaces.

7. What is the goal of the game? How do you win?

For example, the first player to get to the end wins.

8. What are the rules of our game?

9. What is the name of our game going to be?