

The questions assume you're looking into a crystal ball and see a future where the game already exists, of course developed perfectly. Don't take too much time with an answer, this is mostly about being spontaneously creative.

1. What does the game tell about you, the developers?
  
  
  
  
  
  
  
  
  
  
2. How long is the game in hours if played very badly?

How long is the shortest, and the longest mission (if there are any) if played very badly?

3. Draw a board game version of the game.

4. List three enemy types in the game (if there are any).

5. Can the play die? If yes, what happens afterwards?

6. Draw the logo of the game.

7. What does the player need to understand in order to finish the game?

What does the player need to understand during the game to “get it” in the end?

8. Collectibles: what does the player constantly click on? Does it make them happy?

9. How hard is the game? How often do the players want to kill themselves / the developers during a playthrough?

10. What is the “hot topic” in the game’s forum?

11. Draw a (bad) fan art of the protagonist.

12. Is the game playable without sound? Is it playable with eyes closed?

13. Is there any sex in the game, and if yes, will it arouse the player? Or is it more for marketing purposes?

14. Can you pet a duck? Can you feed a fish?

15. Do you have to kill enemies in the game? Are there peaceful options?

16. Write down the core loop of the whole game.

Write down the core loop of a single mission in the game. (If there are any.)

17. What does the game do differently from all the other games out there?

18. Outline the story if the game were a comic book.

19. What is the age rating of the game?

20. How does the game boost the players' confidence?
  
21. What has to change in the game to make it perfect for the input method it doesn't support right now?
  
22. Remove the most important game feature. Could it still be fun? How?
  
23. What is the most irrelevant feature of the game that still **has to** exist?
  
24. An evil hacker steals your game. How long does it take you to recreate it, from scratch?
  
25. Draw the standard enemy type that the player constantly encounters.

26. If the game has physics - would it work without them? If the game doesn't have physics - would it benefit by having them?

27. Would the game be a good fit for an art gallery? Where and how would it be presented?

28. Write down a three word pitch that will instantly prompt your *<computer adverse family member>* to buy the game.

29. Describe the game badly, but still correct. Would anybody still want to play it?

30. On average, what single feeling is the game evoking in the player?

31. Draw the hottest character in the game.

32. Which title is the biggest competitor of your game?

33. When the game is made to a movie, who should definitely be part of the cast?

34. Describe the most annoying level. (Is it the ice level, or the underwater level?)

35. What elements of the real world are missing in the game, and why? (Example: why aren't there any birds?) Give an in-game explanation, instead of a technical one.

36. How many months of dev crunch did the game need?

37. What other occasion(s) is the soundtrack of the game perfectly suited for?

38. How many homosexual, transsexual, disabled and/or non-white characters does the game have?

39. If they have to kill enemies in the game, how many years in prison will the player spend afterwards?

40. Name at least two other games that are direct inspirations for the game.

Name at least two classic TV series that are direct inspirations for the game.

41. Does the game please God? If yes, which one, and why? If no, why not?

42. If the game is 3D, draw a 2D version of it. If the game is 2D, draw a 3D view.



43. What modern-world problems does the game tackle?

44. Is the world a better place with game existing? If yes, how so? If no, why not?

45. What element did you regret putting in the game, but is needed for it to work?

46. If the game were a person, how often would you invite them to dinner?

47. Draw a magazine ad for the game.

48. What time of day is the perfect time to play the game?

49. What was fun about developing the game?

How did you maintain creative interest throughout the development?

50. Which kind of players will never play the game?

51. A big team of professional developers releases a similar game one day before yours, on Steam. In what ways is their game better than yours? In what ways is it worse?

An amateur student publishes a similar game one day before yours, on itch.io. In what ways is their game better than yours? In what ways is it worse?

52. Remove half of the budget. What would be missing from the game? What would stay?

53. There are a billion other games - why are people playing **your** game?

54. Visualize your favourite gameplay from the game.