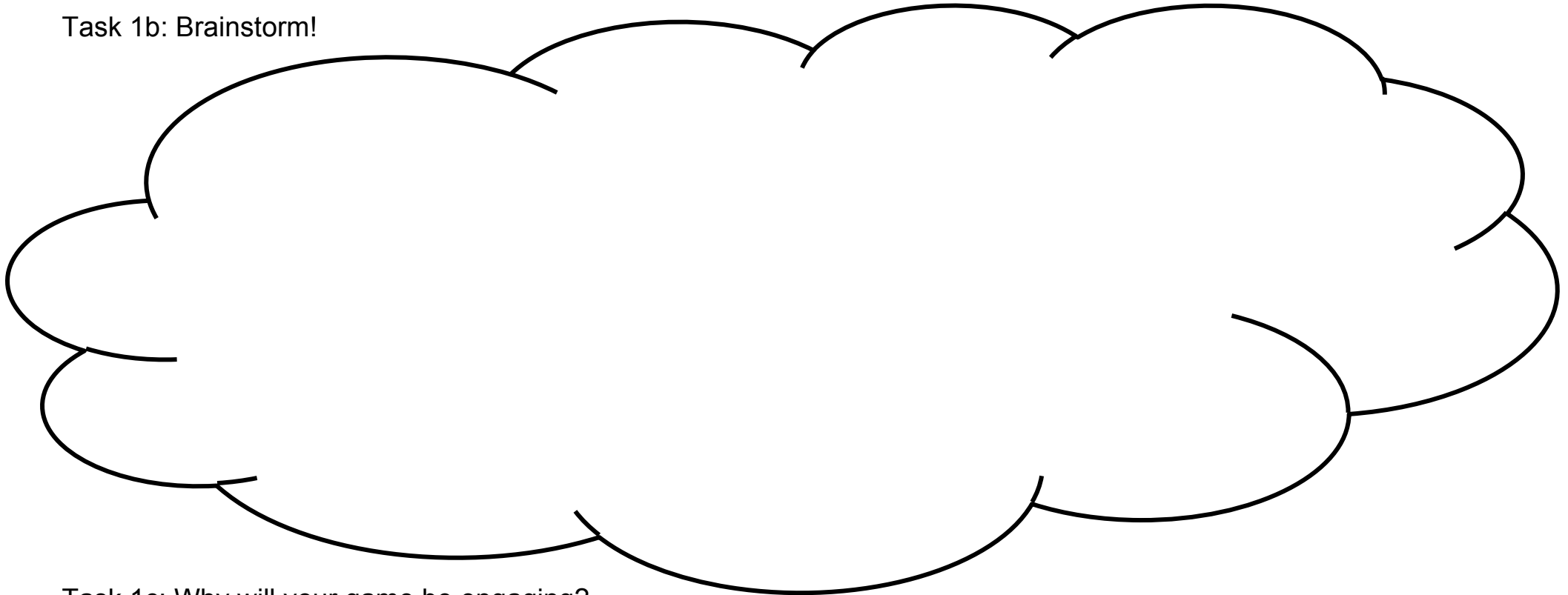


Games Designers Workshop – Part Three – Random Game Remix

Task 1a: Use the Random Generator to get a set of game ideas and record them

Environment	Goal	Genre	Rules	Wildcard

Task 1b: Brainstorm!



Task 1c: Why will your game be engaging?

Complete Tasks 2 and 3 on the back