

Make a Board Game in 28 Days

A Challenge by Brandon the Game Dev



Rome wasn't built in a day. Neither was Gloomhaven.

But all journeys start with a single step, and sometimes, you just need to build momentum. This 28-day challenge is intended to give you the structure needed to get into the habit of board game design.

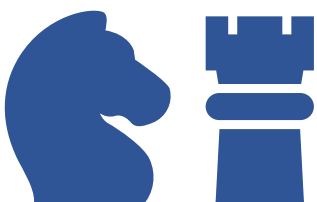
Twenty-eight days may not be enough time to make a sellable board game, but it's enough time to make *something*. And *something* is a lot, lot better than *nothing*!

When you're done, share your creations to Facebook, Twitter, and Instagram with the hashtag #BoardGame28 and tag @PangeaBG – I might just share your work with the world. I can't wait to see what you create!

01 Brainstorm game concepts for 30 minutes. Pick one idea worth pursuing. (You can always switch later!)	02 Decide what basic feeling you want to evoke with your game. (The fear of living in a wasteland? The joy of travel?)	03 Pick a win condition! (Again, don't worry – if you need to pivot later, you can!)	04 Choose some obstacles or constraints that players must overcome in order to win.	05 Google "list of board game mechanics." Pick 2-3 that you like and want to incorporate into your game.	06 Write the first draft of your rules. It doesn't have to be complicated – even bullet points will do for now.	07 Test your game for the first time. Play alone, as all players. Write down what works and what doesn't. (You'll do this a lot – be patient!)
08 Based on what you learned from your first play-test, outline serious issues that need to be fixed before moving on.	09 Attempt to fix the problems you identified yesterday.	10 Write a 100-150 word story for your game. Even if your game isn't "thematic", it helps create a consistent experience!	11 Play test your game again. Write down anything you find that doesn't reinforce the story you want to tell.	12 Attempt to fix the problems you identified yesterday.	13 Find or make simple art for your game. Don't overthink it! Stock photos and stick drawings are fine.	14 Look at your game as a whole, without playing it. Swap out any art that doesn't reinforce the feeling you're trying to evoke.
15 Think about components for your game. Find ones you can use, if possible. You can borrow from other games or even buy cheap Game Crafter supplies.	16 Play the game with your first draft art and components. Write down what works and what doesn't.	17 Attempt to fix issues you identified with art or components yesterday.	18 Try to explain your game to someone. Do they find it easy to understand? If not, write down what they found confusing.	19 Attempt to reduce the complexity of your game so that it is easier to explain. That said, only remove complexity that <i>serves no purpose</i> .	20 Share your progress on a board game design social media group or chat server . Write down any feedback you receive.	21 Implement any of yesterday's feedback that you find useful into your game.
22 Play-test your game alone again. Write down anything that breaks or doesn't fit the story. (Or, alternatively, rewrite your story.)	23 Attempt to fix the problems you identified yesterday.	24 Play test your game alone once more (yes, seriously). Write down anything that breaks or doesn't fit the story.	25 Attempt to fix the problems you identified yesterday. Game design is very iterative – so repeated play-testing is normal, and, in fact, good!	26 Play test your game with a friend. Write down anything that breaks or doesn't fit the story.	27 Attempt to fix the problems you identified in your latest play-testing session.	28 Send your game to someone else for blind play-testing. Congrats! You just developed a board game!

Stuck somewhere? Check out my series for advice on specific game design challenges:

[Start to Finish: Publish and Sell Your First Board Game](#)



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