



Board Game Analysis

Name of game:

Mechanics Used:

set-collection point to point tile placement hand management

area control dice rolling card drafting cooperative grid movement worker placement action point allowance modular board

Components:

Theme:

What is the goal/objective of this game?

What is valuable to the players in this game?

What feelings/emotions did you experience when playing this game?
Do you think that was the game maker's plan?

What parts of this game were fun?



How long did it take to play this game? (Was it too long, too short or just right)

At any times, did this game seem unfair? Explain.

My letter to the game maker:

Dear Game Maker of _____,

Sincerely,

