



GGJ NEXT[®]

a game jam for young creators

YOU ARE THE GAME

WHAT YOU WILL DO

- Make an original game that uses the parts of your body as the components for the game.

SUPPLIES YOU NEED

- Scrap paper
- Pencils, for writing down rules

STEPS

1. You are going to design a game. But you can't just make any game you want! Here's some constraints you need to follow:
 - a. The **Goal** of the game is to get points. We don't know what points are though- you'll have to figure that out.
 - b. The **Space** of the game is whatever room you are in, or virtual call you are on. Meaning, it has to be something you can play right here, and right now.
 - c. The **Components** have to involve at least one of the following three things: Hands, Feet, or Paper. You can use multiple of these components, if you'd like, but you can't involve components not on this list. The pencil can only be used for writing down rules or keeping score- the pencil should not be a part of the game.
 - d. The **Mechanics** have to involve at least one of the following: Walking, Throwing, Guessing, Playacting, or Hiding. You can involve more than one of these mechanics if you'd like, and you can involve other mechanics not on the list too. You just have to use at least one of the 5 mechanics on the list.
 - e. There are no constraints on the **Rules**: come up with whatever rules you need to make your game work.
2. Work out ideas for your game! It's usually easiest to start by picking a component and mechanic you want to focus on, and going from there. As you develop your game, make sure to write down your components, mechanics, and rules as you develop them.
4. Once you have a game, be sure to try it out and play it at least once!