

Game (Not) Over:
questions

Is this relevant to my game? Why/why not?

What challenges would I face if I were
trying to implement this in my game?
Would it be worth it?

How would my game change, if I changed
the way players currently experience this
in my game?

Does this go against the core pillars of my
game? Why/why not?

How might this improve my game? And
how might it not?

How could this affect the story and themes
of my game? Why/why not?

Hypothetically, how would I go about
implementing this in my game?

Do I know any games that do that? How do they enable this experience? Could I do something similar in my game?

How do the current mechanics of my game
reflect or enable this experience, if at all?
Why?