Step 2- Deciding Game Elements

OBJECT:	PURPOSE:	EXAMPLE:	MATERIALS:	SOFTWARE:
Game board	It holds the wheel/spinner and the game cards.	Spinner/wheel	● Paper ● Cardstock	**Canva**
Game cards → Quest cards	The player must complete the task on the card.	"What is heraldry?"	● paper	**Canva**
Game cards → Consequence cards	The player must adhere to the consequence on the card.	"Lose 50 coins."	● paper	**Canva**
Jousting cards	Part of the Quest cards – players joust by revealing their chosen cards. You can choose to attack, defend, or have precision.	Like rock, paper, scissors, Defense beats Attack, Attack beats Precision, and Precision beats Defense.	● paper	**Canva**
Coins (rewards)	Players can gain coins by completing quests. They can be used to upgrade the player's castle.	Coins of 25 Coins of 50 Coins of 100 Coins of 200	● paper	**Canva**
3D Castles – 5 types	Players can upgrade their castles with a certain amount of obtained coins.	Level 1: Tower Level 2: Gatehouse Level 3: Keep Level 4: Fortress Level 5: Castle	● 3D printed ● Filament (4 different colours)	**TinkerCAD 3D printer**