

GAMEPLAY ANALYSIS & NOTE-TAKING WORKSHEET

Deconstructing Tabletop & Digital Games for Core Loops, Mechanics, Economies & GDD Development

Student Name: _____	Date: _____	Pod / Group #: _____
Game Analyzed: _____	Category: [] Card [] Board [] Digital	Player Count: _____

SECTION 1: CORE LOOP & TURN STRUCTURE (4-Step Cycle)

Analyze the repeating 4-step core loop that drives gameplay during each turn or game round:

1. GATHER / START (Input) What resources, cards, or choices do players receive at the start of their turn?	2. DECIDE / ACT (Action) What primary decisions or actions can a player take during their turn?
3. EXPAND / UPGRADE (Output) How do actions change the game state, board position, or player capacity?	4. CONFRONT / FEEDBACK (Feedback) What new information or friction (barbarians, opponent moves, cards drawn) occurs?

SECTION 2: GAME MECHANICS & DECISION TREES

Victory Conditions: How does a player win this game? (Explicit vs. Implicit goals)
Loss / Defeat Conditions: How does a player lose or get eliminated?
Strategic Friction & Trade-Offs (Greed vs. Fear): Describe a major choice where the player must balance risk vs. reward (e.g., investing in long-term growth vs. immediate defense):

SECTION 3: GAME ECONOMIES & RESOURCE MANAGEMENT

Resource Identification: What resources exist in this game? (e.g., Cards, Gold, Food, Shields, Information, Space, Clues, Money):

Accumulation & Scarcity: How are resources earned, spent, or lost? Is there resource scarcity that creates competition?

SECTION 4: PLAYER MOTIVATORS & SOCIAL DYNAMICS

Player Interaction Mode: How do players interact? (Face-to-face table talk, hidden hands/bluffing, team cooperation, zero-sum competition):

Player Motivators & Fun Factors: What makes this game engaging? (Check all that apply & explain below):
☐ Mastery / Skill ☐ Socialization ☐ Competition ☐ Exploration ☐ Escapism / Role-play

Explanation:

SECTION 5: GDD APPLICATION — ADAPTING MECHANICS FOR YOUR ORIGINAL GAME

Mechanic Adaptation: What is one specific game mechanic from this game that you could borrow, tweak, or combine into your own original digital game project?

Core Loop Pitch: Describe how a player in *your* future game would move through a 4-step core loop (Input → Action → Output → Feedback):