

# Bloxels: 1 Day Speed Design Challenge

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Your Name: \_\_\_\_\_

## Empathize:

Play three games on the Bloxels Infinity Wall. Write down pros & cons of each game.

Game 1 Name / Location \_\_\_\_\_

PROS:

CONS:

Game 2 Name / Location \_\_\_\_\_

PROS:

CONS:

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Game 3 Name / Location \_\_\_\_\_

**PROS:**

**CONS:**

**Define:**

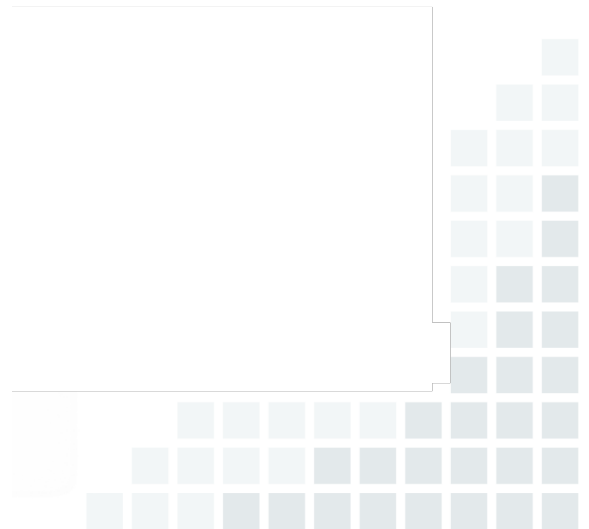
Based on my play testing I need to design a game that:

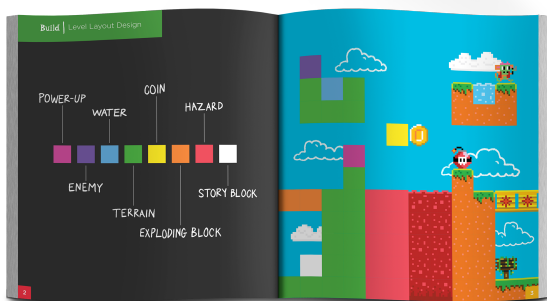
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## Ideate:

On the following page you will find the Bloxels brainstorming sheet, draw at least 5 potential obstacles for your game. When you are done move on to the next section.



[illegible]

Use the grid to brainstorm your game.  
This layout uses 4 rooms, but games can be  
up to 169 rooms!



**Download the Guidebook**  
[bloxelsbuilder.com/guidebook](https://bloxelsbuilder.com/guidebook)

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## Prototype:

Time to prototype your game using the Bloxels app.

## Test:

Let a fellow classmate play test your game, watch them, but don't give them any tips!

Who play tested your game? \_\_\_\_\_

What did you learn by watching the play tester play your game?

What are the problem areas or things that need to be fixed?

What could be done to make the game more fun?