

Research Guide

Use the following table to help you devise **inquiry questions** for your project. Your team must research answers to the questions you devise. Consider using:

- Online sources
- Books
- Contact your user or representatives of your user

Type of game and its mechanics
<i>(e.g. what are the essential features of a board game?)</i>
Examples of game-type
<i>(e.g. what are the most successful types of this game and why?)</i>
Games that already exist for your identified user
<i>(e.g. what are the most popular games that currently exist for this user?)</i>
User need
<i>(e.g. what are my users' needs? How is the need of my user currently being addressed?)</i>
Skills and resources
<i>(e.g. how do we create a point-system for our game?)</i>
Limitations
<i>(e.g. what would be inappropriate or difficult for my user to use, e.g. in terms of their resources and skills?)</i>