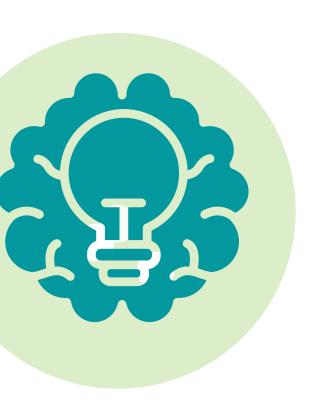# GETTING STARTED IN GAME DESIGN

BRAINSTORM:

Brainstorm types of games, categories, and what makes a good game.

EXPLORE:

Play a variety of games.

ANALYZE:

Tale a look at the object of the games, the rules, type of games they were, what made it fun or not.

GET STARTED:

Get started on creating your own games.