**BRANDMSTR**

1. What is the concept of your game?
2. What type of game?
3. What kind of board?
4. Is there a board?
5. What type of pieces?
6. How many players?

**LOGO**

1. What does the board look like?
2. What do the pieces look like?
3. What do the cards look like?
4. What does the box look like?

**SKETCH**

1. Design the elements of your game in PS

**PRESENT**

1. Prepare a SmartBoard presentation of your review and research and present it to the class.

**RESEARCH**

1. Research Board Games
   1. Talk about different types of games
   2. Interesting Facts
   3. History
2. Test a Board game
   1. Provide a review for the class
   2. What did you like about the game?
   3. What could be improved?

**ASK**

1. What is the concept of your game?
2. What type of game?
3. What kind of board?
4. Is there a board?
5. What type of pieces?
6. How many players?

**PLAY**

**Tournament Day**

Games will be traded, tested, and evaluated.

**PRESEN**

1. Prepare a SmartBoard Presentation that demonstrates the design process of your board game.
   1. Explain Design
   2. Explain the Rules
   3. Show your commercial
   4. Include all Members

**SHOOT/EDIT**

1. Plan the shooting of your Commercial
2. Edit using the appropriate method

**BUILD**

1. Build the box/container
2. Laminate cards
3. Glue graphics to board

**PRINT**

1. Once your final designs are approved you can print out the elements of your game

**DESIGN**

1. Prepare a SmartBoard presentation of your review and research and present it to the class.

**PRINTING**

1. BOX RULES BOARD CARDS

**STORYBOARD**

1. Prepare a storyboard for your commercial concept.
   1. MOHO Animation
   2. Stop Motion
   3. Live Action

**FILM**

1. Plan the shooting of your Commercial
2. Edit using the appropriate method

**GO**

1. Go to film
2. Shoot/ Edit
3. Prepare a SmartBoard Presentation that demonstrates the design process of your board game.
4. Include all Members