

# Make It Easy, Make It Quick

Using InDesign and Photoshop to Iterate and Prepare your Game for Publication

# Who Am I?



**SCHOOLED** Just play a lesson, study, and test and win the game! Watch out though, your opponent may interfere with your plans.

The diagram illustrates the game flow through three stages:

- Lesson (Sight Reading):** Draw one card for each English Lesson you have in play.
- Study (Memorization):** Draw a card for each Science Study you have in play.
- Test (Easy Mode):** You get an extra attempt to pass a Math Test.

What are you the best at? Roll each turn and whoever wins the knowledge roll gets to take the turn.


Knowledge	Applied Arts	English	Fine Arts	Math	Science	Social Sciences

	2 players
	30 minutes
	min age 12+

# Tools You'll Need

- Adobe InDesign
- The Game Crafter
- Adobe Photoshop (if importing to The Game Crafter)
- Spreadsheet Software (I prefer Google Sheets, but anything will work)
- Custom Script (if using old version of InDesign)

<https://drive.google.com/file/d/1YNLdwR6qMwjJ2n62l-MYug1bgYxo4d83/view?usp=sharing>



# Why is This Useful

- Allows you to quickly modify your game for playtesting
- Makes pipeline for adding art to a card much faster
- Have a single, controlled source of game data
- Creating a stripped down, print-and-play version is much easier
- Better communicate with your artist



# Quick Soapbox on Art

- Working with Artists
  - Don't hire an artist before you have the game mechanics mostly complete
  - Provide a print-and-play version for your artist
  - Write a contract or have them write one
  - Expect to compensate them in some way (don't say, "think of the exposure")
  - Give feedback to your artists when you can
- Art
  - Rule of three whenever possible when conveying information (3 different distinctions for each element e.g. color, shape, text)
  - Keep colorblindness in mind
  - Layout and font is important
  - Remember the minimum viable product as a way to plan
  - Public Domain is your friend, but try to be consistent!
  - **Use Game Crafter templates!**





# Demo Time!



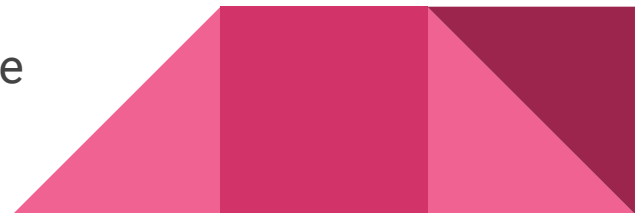
# Additional Thoughts

## Improving Pipeline

- Set up a database to manage cards
  - Write code to manage spreadsheet with logic
- Think about how many mail merge documents you need - don't be afraid to have more than one

## Managing Versions

- Keep log of changes if possible
- Don't be afraid of multiple versions, as long as they're labelled





# Questions?

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Search&Destroy: <https://www.thegamecrafter.com/games/search-destroy>

Trust Issues: <https://www.thegamecrafter.com/games/trust-issues>

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Schooled: Coming soon!

