

Navigation

[Welcome](#)

[Acknowledgements](#)

The Guide

- [Where do I start?](#)
- Collections City
- Ideation Workshop
 - Preparing for your adventure
 - Mapping your story
 - Packing your bag
 - Organising transport
 - Mechanic's crash course
 - Future adventurers
 - Submit your itinerary
- Education City
- Prototyping Advice
- Game Design Central
- User Testing Strategies
- Some Case Studies
- Designing for Longevity
- How to engage contractors
- Final Boss Fight
- All videos

Inventory lists

- [Tools and Software](#)
- Game inspiration
- [Learn more about game design](#)
- [Game designers & studios](#)
- Production & printing options

Forums

- Public Q & A
- What are you up to? forum
- Archive of project boasts

From:

<https://www.collectionsgames.au/> - **Games for Collections**

Permanent link:

<https://www.collectionsgames.au/doku.php?id=sidebar&rev=1768270208>

Last update: **2026/01/13 02:10**

