Navigation

Welcome
Acknoweldgements

The Guide

- Where do I start?
- Collections Citadel
- Ideation Workshop

    - Preparing for your adventure
    - Mapping your story
    - Packing your bag
    - Organising transport
    - Mechanic's crash course
    - Future adventurers
    - Submit your itinerary

- Education Town
- Prototyping Advice
- Game Design City
- 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://mail.collectionsgames.au/ - **Games for Collections**

Permanent link:
https://mail.collectionsgames.au/doku.php?id=sidebar&rev=1768439314

Last update: **2026/01/15 01:08**