



# HOW TO DESIGN A CHALLENGE

## brainstorm worksheet

What is causing the main problem for the players?

---

---

What is the behind the problem? (motivation/reason for the problem to exist)

---

---

Where is the problem taking place?

---

---

What is the most obvious solution to overcome the problem?

---

---

What is a possible solution that the antagonist does not expect?

---

---

What props/items are available in the location? (give creative players the opportunity to use props in a creative way to solve the problem)

---

---

---

What creatures/persons are there? (friend or foe)

---

---

---

Draw a rough map of the location.

