No Goal for Your Setting? How To Avoid This Epic Fail

Full video link: https://youtu.be/EkwfAmkwxSc

Now that you have the knowledge to make yourself into a great GM, we will be moving on to the next aspect which is creating a world space that will make your GMing even better.

World space = setting. And everything within that setting: NPCs, locations, adventures, lore history etc.

- Purpose of the world space
  - More than just a setting.
  - Constraints are really powerful tools!
  - When we are looking at designing our own world space, we must start with setting some goals.

- Goals
  - We need to know where we are heading and why before we can even start.

- Choose your TTRPG system
  - You have to begin somewhere
  - List your constraints – understand your constraints based on the TTRPG system.

- What do you and your players want to play?
  - You must WANT to play it!
  - What kind of game? Players may give you lots of options or non – all are valid!
  - You, the GM, are important too! Never be afraid to ask yourself what type of game you would like to play. You count the most towards the type of game being chosen.

- Goal
  - Considering all previous steps – what is your goal?
  - Goals are important because they give you benchmarks/targets. How do you know if you're on track? Doing well? What are your constraints?
  - Break down your goal. What needs to happen to make your goal succeed or fail? What is the essence of your goal?

- Combine it all
  - Rules system, game type and your goals.
  - Reflect and understand. Failure is great – it gives your understanding. Success is good but repeated success means that you have achieved your goal.

Notes:

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____