

## Create Your Own Choose Your Own Adventure Game Worksheet

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### 1. Game Concept

Game Title: \_\_\_\_\_

Theme/Setting: \_\_\_\_\_

Main Character / Player Role: \_\_\_\_\_

Target Audience: \_\_\_\_\_

#### Prompt for ideas:

- “Who is the main character?”
  - “Where and when does the story take place?”
  - “What is the main goal or challenge?”
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### 2. Story Outline

#### Chapter # / Title Summary / Key Event Decision Points (Choices)

1

2

3

4

5

6

**Tip:** Write 2–3 meaningful choices per chapter.

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### 3. Side Quests / Bonus Adventures

**Side Quest # Narrative / Challenge Choices / Outcome**

1

2

3

**Tip:** Add fun challenges, moral dilemmas, or reflection prompts.

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### 4. Interactive Elements

**Chapter / Side Quest Activity / Puzzle / Challenge Supplies Needed**

**Ideas:**

- Logic puzzles or riddles
  - Obstacle courses or movement challenges
  - Matching games or cards
  - Journaling or reflection prompts
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### 5. Scripture or Theme Connections (Optional)

**Chapter / Quest Verse / Theme Reflection Question**

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### 6. Endings

**Choice Path Ending Narrative / Outcome**

**Tip:** Consider multiple endings: success, lesson learned, or surprise twist.

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## 7. Setup & Supplies

### Materials Needed:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Space for Notes / Ideas:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

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This worksheet gives a **step-by-step structure** so someone can plan and organize a CYOA game from concept to execution.