

## 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.