

Sprouts Puzzle Design — One-Pager

Section 1 — Scope

- Define goal and end condition in one sentence
- Cap turns or liberties before drafting
- List three must-have constraints

Section 2 — Layout

- Place start dots with even spacing
- Reserve margin for annotations
- Test print at 100% scale

Section 3 — Symbols

- Freeze icons and line weights
- Mark liberties consistently
- Provide monochrome version

Section 4 — Solo Draft

- Play two timed runs (5–7 minutes)
- Log stalls, illegal attempts, dead ends
- Flag any unclear visual

Section 5 — Variation

- Change one variable per batch
- Keep a control position set A1–A3
- Record average turns and outcomes

Section 6 — Playtest

- Roles: player, recorder, spotter
- Stop at 12 minutes or completion
- Ask three questions after each run

Section 7 — Edit

- Cut confusion before adding features
- Tighten hotspots with spacing
- Remove rules that never matter

Section 8 — Package

- Export PDF, images, source file
- Add rules card and version date
- Include contact for feedback

Section 9 — Share

- Post a single preview diagram
- Invite reports via simple form
- Schedule next update in one week

Section 10 — Quality Bar

- Readable at arm's length
- Finishable by target audience
- No ambiguous moves remain