

Designer => **Experience**

Too familiar with
experience, so it's
hard to talk about it

Create a game on
EVERYDAY STUFF

A Game about a MUG



Microwave
oven



Main Experiences



Mug ROTATING



Water GETTING HOT



Mug ROTATING

The Mug,
inside the microwave oven,
is **Rotating Automatically**

New elements:

 Platforms

Rotating
Automatically

Controls

Player can
only **JUMP**

Super Mario RUN
(Endless runner)



Platformer on a MUG

A lap around the mug
starting from
the **HANDLE**

②

Water GETTING HOT

The Mug,
inside the microwave oven,
is **Getting Hot Over Time**

Water Getting
Hot Over Time

Physical Modification





Platforms

Some **platform** of
a specific materials
will **MELT**

Hot platforms will
BURN the **player** after
some time standing on
it

Create **WIND**
going **UP**



platform going
UP like
airballons

③ *

Pouring a liquid
inside the Mug

Player can
choose if pour
HOT or **COLD**

Temperature modification is
**too good not to be
controller by the player**

HOT

COLD

platform
going UP
like
airballons

Some
platform of a
specific
materials will
MELT

Hot platforms
will **BURN** the
player after
some time
standing on it

Airballon
Platforms g
oing
DOWN

Some
Materials
will
become **ICE**

Cold platforms
will **SLOW/FROZE**
the **player** after
some time
standing on it

Platform
will be
slippery



What if TOO MUCH LIQUID?

Liquid will
poor down
on the **side**
of the **MUG**

EFFECTS on the **PLATFORM**
and on the **SIDE** of the **MUG**

Some
PLATFORM
will be
DESTROYED

Water flow on
top of
PLATFORMs
will cause a
PUSH

EFFECTS on **CONTROLS: Pouring**

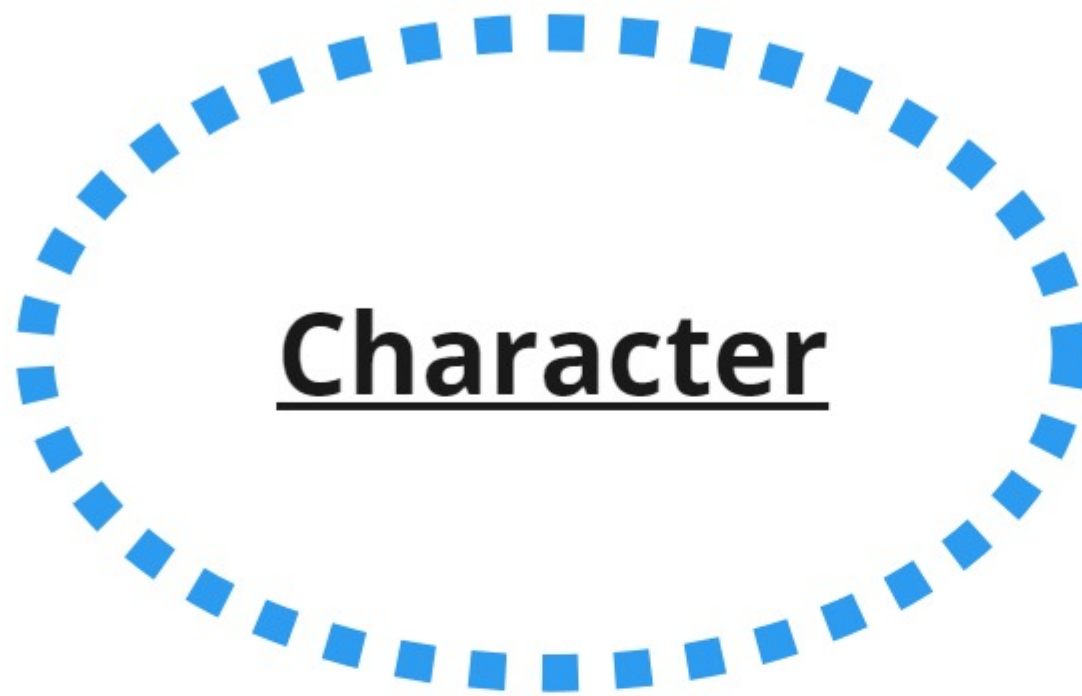
Player will not
be able
anymore to
POOR more
LIQUID

OR

**Liquid
temperature** will
affect directly
MUG SIDE and
PLATFORMS



Platformer
"Around the MUG"



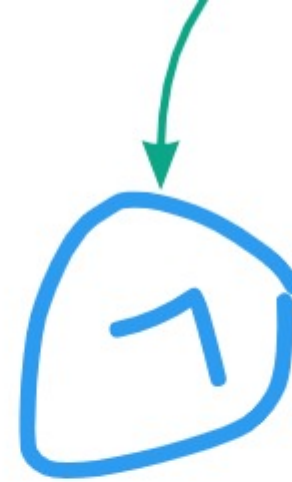
Bisquit



A mind map diagram with a central node labeled "Game modes" enclosed in a dashed blue rectangle. To the left of this central node is a yellow hand-drawn arrow pointing towards it. From the bottom of the central node, two curved lines branch out: a green one to the bottom-left and a purple one to the bottom-right. To the right of the central node, an orange line extends horizontally to the right edge of the frame.

Game modes

Single
Player



**Standard
Platformer**

AI

Player



ROTATION

+



POOR
LIQUID

Alterate the
platform
state

JUMP

Single
Player



**Inverse
Platformer**

Player

AI

ROTATION

POOR
LIQUID

+

JUMP

①

+

②

1 v Multi

1 Player

Multiple Players

ROTATION

POOR
LIQUID

+

JUMP