Game Designer Assignment: Hyper Casual

Instructions

Please read the whole document before you start working on your solutions. We recommend you make use of the Additional Resources for a better understanding of the tasks and quality of your solutions.

For any questions regarding the assignment, contact us at jobs@exordiumgames.com.

Tasks

There are 6 tasks in total that you need to solve in order to showcase your skill, experience, and creativity when it comes to the discipline of game design in the hypercasual niche. Each task represents a different aspect of work that you're expected to deliver in the Game Designer role inside of Exordium Games:

1. Idea with a twist - innovation inside constraints,
2. Idea from a mechanic - game design fundamentals,
3. Idea from a theme - game design flexibility,
4. Level Design - converting your design into concrete levels of a game,
5. Feedback - working with the team,
6. Analysis - staying on top of the market niche and trends.

Documents to deliver

In your response mail you should attach the following 3 files, or provide the link to a Google Drive folder named **"Exordium Game Designer Assignment dd.mm.yyyy"** containing all 3 files:

1. **"Exordium Game Designer Assignment dd.mm.yyyy" - .doc or .docx**
   - a copy of this document, with a green text highlight color for each point you solved completely, yellow for partially, and red for unsolved
2. **"Exordium Game Designer Assignment Solution Doc dd.mm.yyyy" - .doc or .docx**
   - a new document containing your solutions for all tasks in this document (except task 4), in English
3. **"Exordium Game Designer Assignment Solution Sheet dd.mm.yyyy" - .xls or .xlsx**
   - a new document containing your solution for task 4 in this document, in English

Additional Resources

- Presentation - What are HYPER CASUAL games?
- Sensor Tower - iOS game chart

1. Idea with a **twist**

Summary:

Describe a new hypercasual idea based on the 3 similar games from the top 20 in the last 3 months, with a twist on the game mechanics / core gameplay.

Write a concept document so the production team can understand the vision and game mechanics. Try to be as concise as you can, a 1-pager will suffice.

Detailed:

In your solution, define the following aspects of the game:

1. Game title
2. Gameplay image + optional explanation of elements visible on the image
   a. if the game has multiple stages of input or gameplay, provide a separate image and explanation per stage
   b. this can be made in any way (by hand, by software) - it's not about the fidelity of the image, but about being able to clearly communicate the idea
3. Core Gameplay
4. Theme / Visual direction
5. Input Controls
6. Lose condition (if applicable)
7. Fun Elements
8. Difficulty and Progress
9. How do I get better?
10. Similar existing games (at least 2) (link to Google Play and/or iTunes store, describe the similarities and differences)

2. Idea from a **mechanic**

Summary:

Describe a new / original hypercasual idea with the following constraints:

1. Mechanics include stacking
2. Gameplay visuals include humanoids
3. Input Controls - using a single finger
4. Level-based gameplay
5. Portrait screen mode

Write a concept document so the production team can understand the vision and game mechanics. Try to be as concise as you can, a 1-pager will suffice.

Detailed:

In your solution, define the following aspects of the game:

1. Game title
2. Gameplay image + optional explanation of elements visible on the image
   a. if the game has multiple stages of input or gameplay, provide a separate image and explanation per stage
   b. this can be made in any way (by hand, by software) - it's not about the fidelity of the image, but about being able to clearly communicate the idea
3. Core Gameplay
4. Theme / Visual direction
5. Input Controls
6. Lose condition (if applicable)
7. Fun Elements
8. Difficulty and Progress
9. How do I get better?
10. Similar existing games (at least 2) (link to Google Play and/or iTunes store, describe the similarities and differences)

3. Idea from a **theme**

Summary:

Describe a new hypercasual idea with the following constraints:

1. Simulation / an activity people like to do
2. No violence (killing, blood)
3. Gameplay visuals include humanoids
4. Input - single finger tap
5. Portrait screen mode

Write a concept document so the production team can understand the vision and game mechanics. Try to be as concise as you can, a 1-pager will suffice.

Detailed:

In your solution, define the following aspects of the game:

1. Game title
2. Gameplay image + optional explanation of elements visible on the image
   a. if the game has multiple stages of input or gameplay, provide a separate image and explanation per stage
   b. this can be made in any way (by hand, by software) - it's not about the fidelity of the image, but about being able to clearly communicate the idea
3. Core Gameplay
4. Theme / Visual direction
5. Input Controls
6. Lose condition (if applicable)
7. Fun Elements
8. Difficulty and Progress
9. How do I get better?
10. Similar existing games (at least 2) (link to Google Play and/or iTunes store, describe the similarities and differences)

4. **Level Design**

Create a sheet in the spreadsheet document in which you will define the levels for a game with the following gameplay:

- Runner stacking game, where the player moves automatically forward on the road with 5 lanes
- The player can pick up a stack object, which goes under the player, increasing the stack of those objects under the player by 1
- The player can collide with a wall of a discrete height, deducing the stack count below the player by the number equal to the wall height
- The player starts the game with 1 stack piece below
- If the player is left in a state without any stack pieces below, the game is over
- There is a pickup representing the in-game currency
- The road lane piece may be a hole, causing the player to fall in and lose the game instantly

In your solution, define the levels using the following guidelines:

1. use rows as lanes (e.g. left, middle, right lane) - filled row cells from left to right represent a single gameplay lane, from start to finish
2. use cells in a row of each "lane" to define the content of the block of a "lane", with predefined distance, which will contain a single [Unity Engine prefab](#) created at runtime - see bullet point 3.
3. in each cell write an identifier for one of the following - assembly or mechanic elements
   a. _ - for an empty track chunk
   b. w - for a single piece wall stack - create and describe your nomenclature for a multi-piece wall stack
   c. s - for a stack pickup
   d. o - for a hole
   e. $ - for an in-game currency pickup
4. Mark level rows with the level number
5. Leave at least 1 row of empty cells between levels for readability

In your solution, provide the following:

1. define the **first 5 levels of the game**, introducing new mechanics to the game gradually throughout the levels.
2. below the rows defining each level, describe the level content in terms of what is new for the player or different in this level from the previous levels
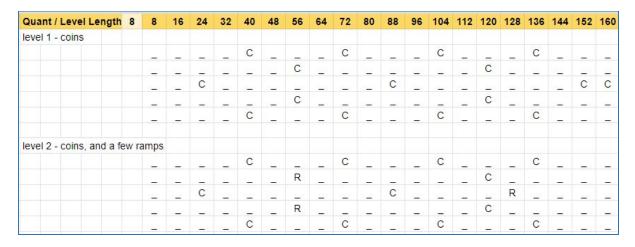
Quant / Level Length 8	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160
level 1 - coins																				
	_	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_
	_	_	_	_	_	_	C	_	_	_	_	_	_	_	C	_	_	_	_	_
	_	_	C	_	_	_	_	_	_	_	C	_	_	_	_	_	_	_	C	C
	_	_	_	_	_	_	C	_	_	_	_	_	_	_	_	C	_	_	_	_
	_	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_
level 2 - coins, and a few ramps																				
	_	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_
	_	_	_	_	_	_	R	_	_	_	_	_	_	_	C	_	_	_	_	_
	_	_	C	_	_	_	_	_	_	_	C	_	_	_	_	_	R	_	_	_
	_	_	_	_	_	_	R	_	_	_	_	_	_	_	_	C	_	_	_	_
	_	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_	C	_	_	_

Image: Example of the cell-based level design of the game

5. **Feedback**

Write the game design feedback to the production team based on the iteration video (**video link**) of a hypercasual game in the prototype stage of development that is trying to recreate the gameplay experience from another reference title (**YouTube link**). To be clear, we are trying to get closer with the iteration to the reference video, what direction do you give?

In your solution, describe what can be improved in terms of the following categories:

1. Understanding gameplay / tutorial / onboarding
2. Mechanics
3. Theme
4. Input Controls
5. Camera view
6. Visuals - player, environment, static, dynamic, VFX, UI
7. Sound
8. Haptics
9. Other UX categories

6. **Analysis**

Write an analysis of the success of a hypercasual game from the top 20 on Sensor Tower chart from the last 3 months.

In your solution, describe the following aspects of that game:

1. Why was the game successful?
2. What is novel in this game?
3. Which are the CPI factors - why do users install the game based on the video add or screenshots?
4. What are the retention features?
5. What is the monetization strategy?