

♦ ATOMIC PARAMETERS ♦

		NULL	EASY	MEDIUM	HARD
PRECISION SKILL	SIZE OF TARGET	Full Screen (100%)	Almost Full Screen (90% of screen)	Partial (20% of screen)	Minimal (5% of screen)
	DELTA OF POSITION	Perfectly Centered	Small Delta (<20% screen)	Medium Delta (20 to 50% screen)	Big Delta (>50% screen)
	SPEED OF TARGET	Stationary	Slow Speed (approx. 25% screen/s)	Medium Speed (approx. 50% screen/s)	Fast Speed (approx. 75% screen/s)
TIMING SKILL	TARGET PREDICTABILITY	No Movement	Predictable (1 direction)	Alteration (waypoints path)	Chaos (no predetermined path)
	WINDOW OF OPPORTUNITY	Always Available (100%)	Almost Always Available (>80%)	Sometimes Available (>50%)	Rarely Available (<10%)
	SHOOTING DURATION	One Shot One Kill	0.5 sec to Kill (or 1 shot)	2 secs to Kill (or 5 shots)	5 secs to Kill (or 10 shots)

◆ ATOMIC PARAMETERS ◆

		NULL	EASY	MEDIUM	HARD

SIGNS AND FEEDBACK

GAME MECHANIC: AIM AND SHOOT

	SIGNS BEFORE SHOOTING	FEEDBACK WHILE SHOOTING	FEEDBACK SHOT SUCCESSFUL	FEEDBACK SHOT UNSUCCESSFUL
RETICULE	Turns to red when over a target reticule width	Reticule width	"X" appears on the crosshair	N/A
VISUAL FX	N/A	Muzzle flash gun Bullet trails	NPC blood	Bullet ricochet FX Decals on the wall
AUDIO FX	N/A	Gunfire	Sound of body being hit	Sound of material being hit (wall, ground)
BARKS	Groans or words specific to the NPC type	N/A	Groan when hit	N/A
ANIMATION	N/A	Shaking arm & gun	NPC body shaking NPC falling on ground	Keeps on moving, shooting
CAMERA	N/A	Camera shakes with gun recoil	N/A	N/A
-INPUT-	-input-	-input-	-input-	-input-

SIGNS AND FEEDBACK

[illegible]

ARCHETYPES

SIGNS AND FEEDBACK

	ARCHETYPE 1	ARCHETYPE 2	ARCHETYPE 3
CHARACTER DESIGN	Big / Heavy armor / Attachments	Same size as player character	Small / Thin / Skinny / Flying
ANIMATION	Clumsy movement animation	Standard walking animation	High speed movement animation
VISUAL FX	Huge sparkles for each step	Medium sparkles (mud, water)	Small sparkles (mud, water)
AUDIO FX	Very low frequency steps noise	Medium low frequency steps noise	High frequency steps noise
BARKS	"I stay here" / "Come and get me!"	"I'm coming!"	"RAWR!"
VIBRATIONS	Heavy vibrations when moving	Medium vibrations when moving	Weak vibrations when moving

ARCHETYPES SIGNS AND FEEDBACK

[illegible]

◆ INGREDIENT ◆

INGREDIENT : CAR

INGREDIENT CHARACTERISTICS

INGREDIENT SIZE

4m X 2m

INGREDIENT SPEED

15m / second

MOVEMENT BEHAVIOR

Waypoints Path

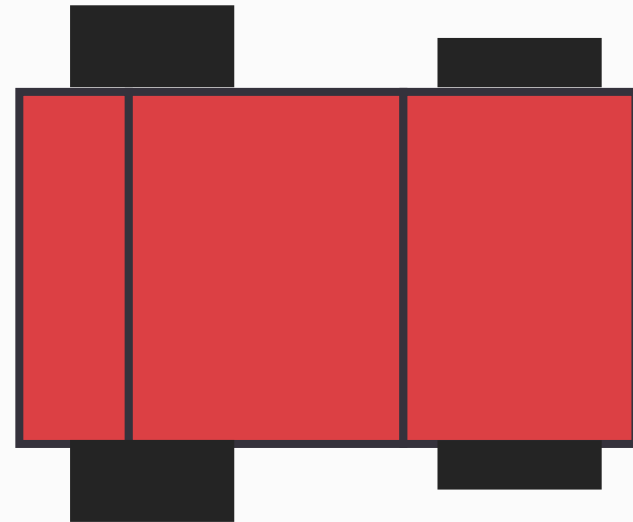
COVER BEHAVIOR

No

HIT POINTS

50 HP

INGREDIENT FORM



◆ INGREDIENT ◆

INGREDIENT CHARACTERISTICS

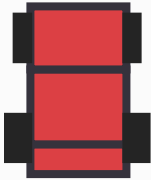
INGREDIENT FORM

LD PATTERNS: 1 PARAMETER

TIMING

INPUT FREQUENCY

Description: Player is in a flying machine, and has to drop bombs on a vehicle convoy.



EASY

1 bomb drop for
15 seconds



MEDIUM

2 bomb drops
for 15 seconds



HARD

3 bomb drops
for 15 seconds

◆ LD PATTERNS: 1 PARAMETER ◆

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Description: _____

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EASY

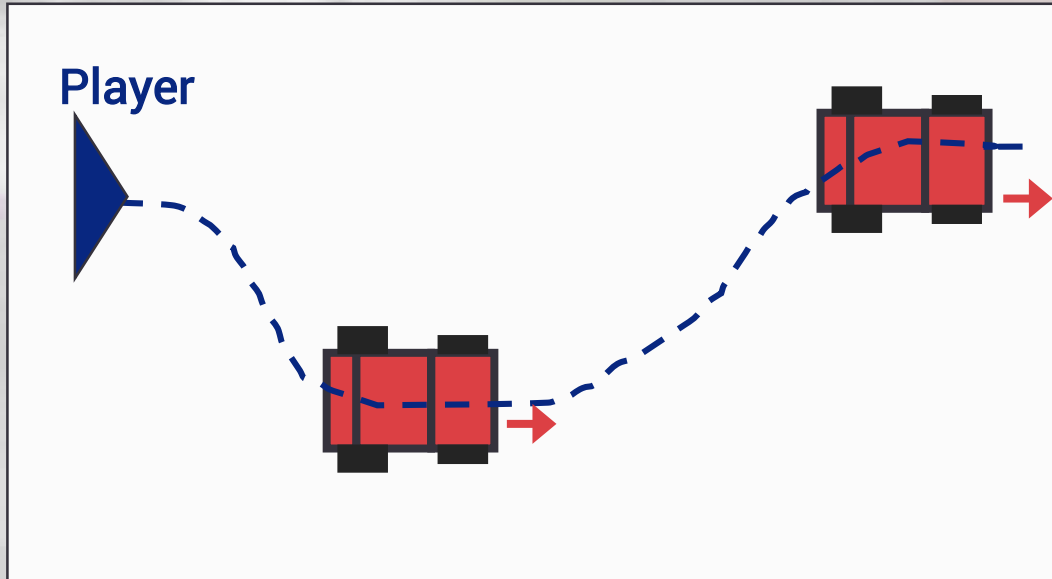
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MEDIUM

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HARD

LD PATTERNS: MULTIPLE PARAMETERS



Description:

The Player is in a flying vehicle, and has to attack a convoy of 2 cars driving away from him.

TIMING

FREQUENCY

MEDIUM



There are two cars to destroy, so it requires a good timing to shoot one after the other in one pass.

TIMING

**WINDOW OF
OPPORTUNITY**

EASY

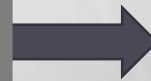


The cars are driving away from the player. So, their speed relative to the player is reduced.

PRECISION

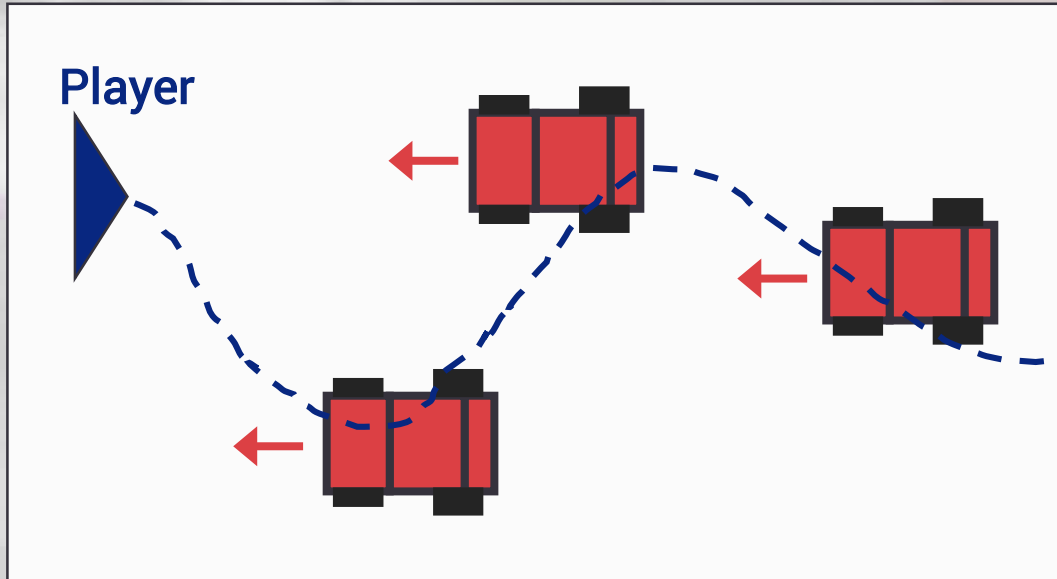
**DELTA OF
POSITION**

HARD



The cars are not driving behind one another, so the player has to change directions to shoot them

LD PATTERNS: MULTIPLE PARAMETERS



Description:

The Player is in a flying vehicle, and has to attack a convoy of 3 cars driving towards him.

TIMING

FREQUENCY

MEDIUM



There are three cars to destroy, so it requires a greater timing to shoot all 3 in one pass (for best performance).

TIMING

**WINDOW OF
OPPORTUNITY**

EASY

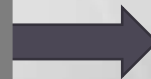


The cars are driving towards the player. So, their speed relative to the player is augmented.

PRECISION

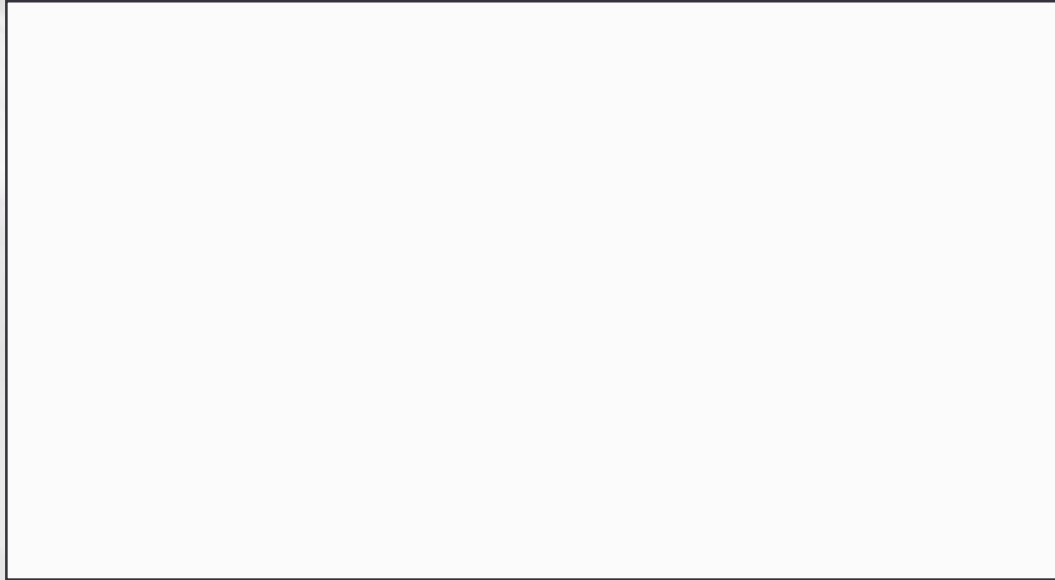
**DELTA OF
POSITION**

HARD



The cars are not driving behind one another, so the player has to change directions to shoot them

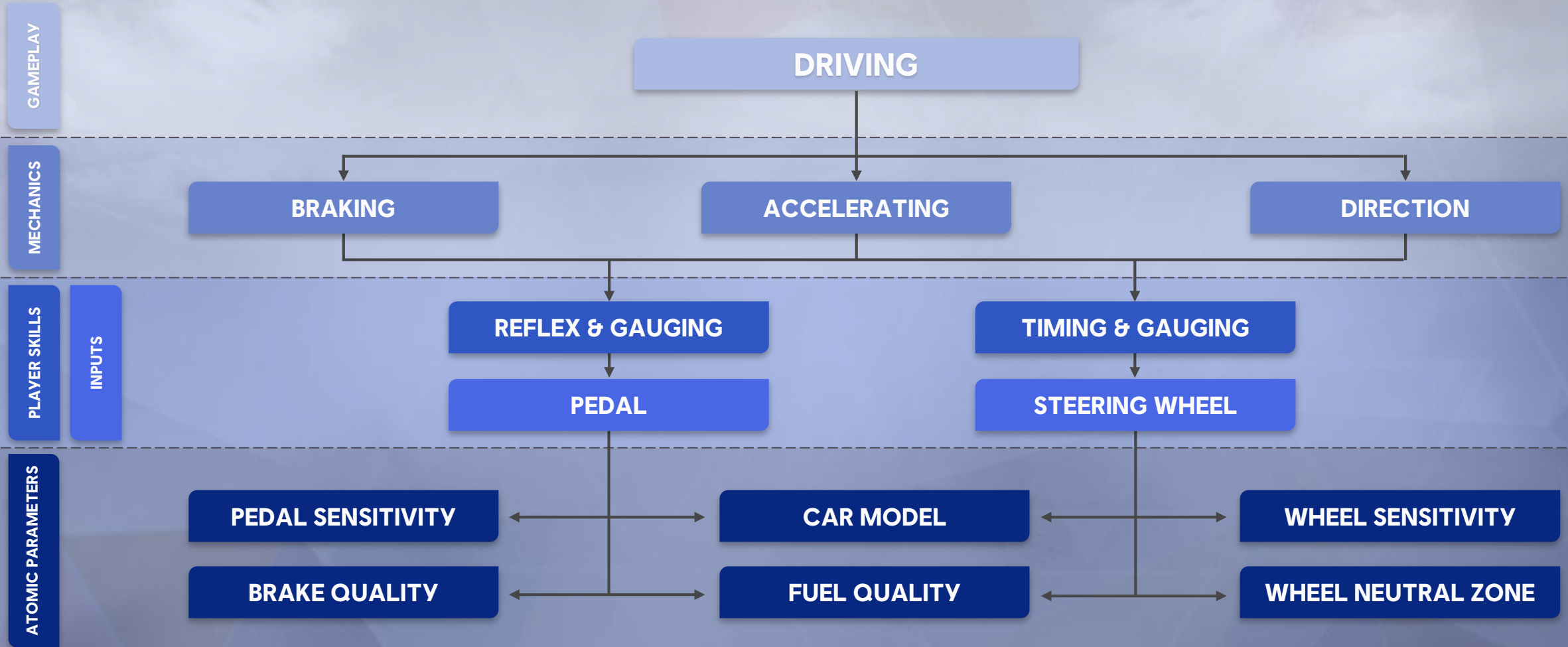
◆ LD PATTERNS: MULTIPLE PARAMETERS ◆



Description:

TIMING		EASY	➔
TIMING		MEDIUM	➔
PRECISION		HARD	➔

GAME SYSTEM



GAME SYSTEM

GAMEPLAY

MECHANICS

PLAYER SKILLS

INPUTS

ATOMIC PARAMETERS

Draw the lines connecting all of your mechanics, player skills, inputs, and atomic parameters.