

Marc Dabad Planas

Game Designer - Portfolio

The features included in this portfolio are some of the features I designed while I was working at King and that have been released to the market.



Total features designed 36



Social features 7



Monetization features 5



Engagement features 24

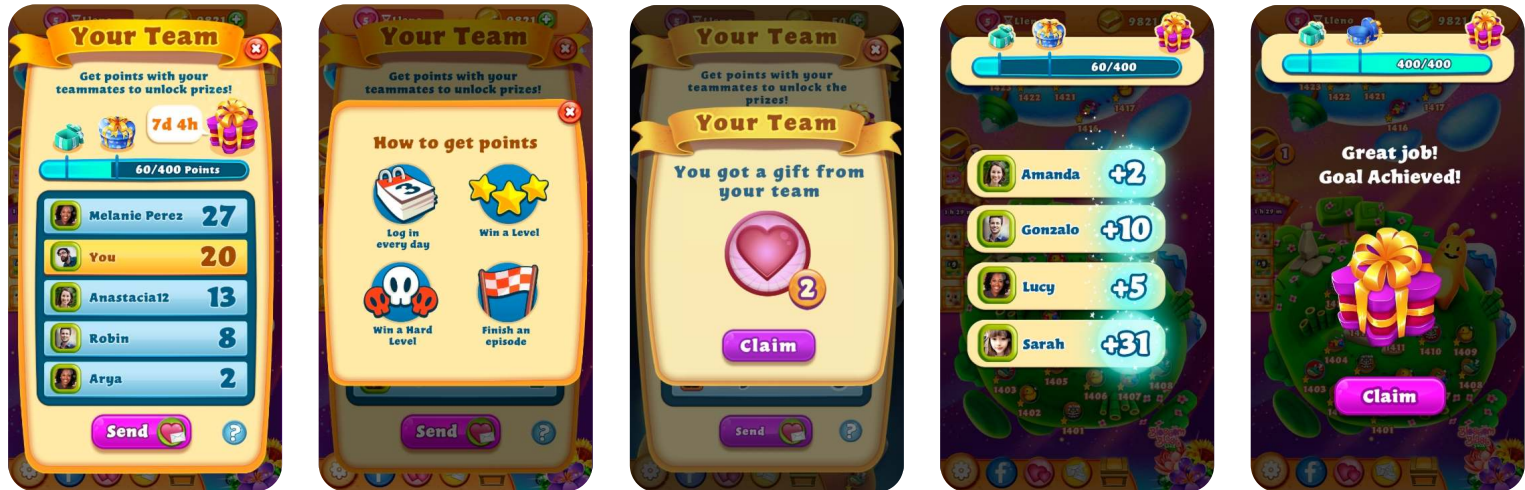
Team Mission

Team of players has to collect points in the game to win prizes

Overview

- Players are grouped in teams of 5
- Players, individually, need to collect points by playing the game and contribute to the team
- All the team receives prizes for collecting points

Visuals



Games in which it was implemented



Diamond Digger Saga



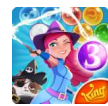
Candy Crush Saga



Candy Crush Soda Saga



Farm Heroes Saga



Bubble Witch 3 Saga

Bonus Levels

Short levels with distinctive non-puzzle gameplay

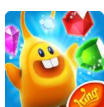
Overview

- Players can unlock a bonus level by playing the game regularly
- Players can get special prizes by playing the bonus level
- Players have to dodge hazards and catch gems to get points

Visuals



Games in which it was implemented



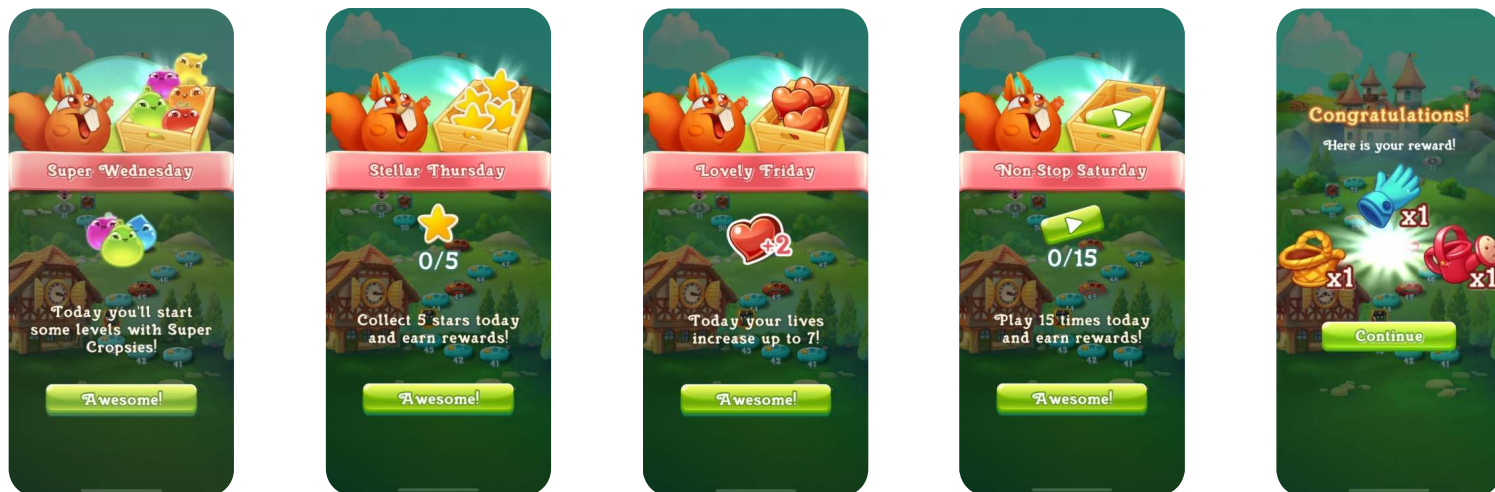
Diamond Digger Saga

Weekly cycle of daily effects and quests

Overview

- Each weekday will provide a particular event
- There are two kinds of events, effects and quests
- Effects are passives in the game that benefit the player and quests are goals that provide a reward

Visuals



Games in which it was implemented



Farm Heroes Super Saga



Candy Crush Saga

Recurrent Incremental Product

A more powerful product with every attempt in the level

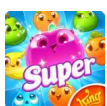
Overview

- There's a product offered when failing a level to continue playing
- With every attempt in the level failed the product increase its value

Visuals



Games in which it was implemented



Farm Heroes Super Saga



Candy Crush Saga



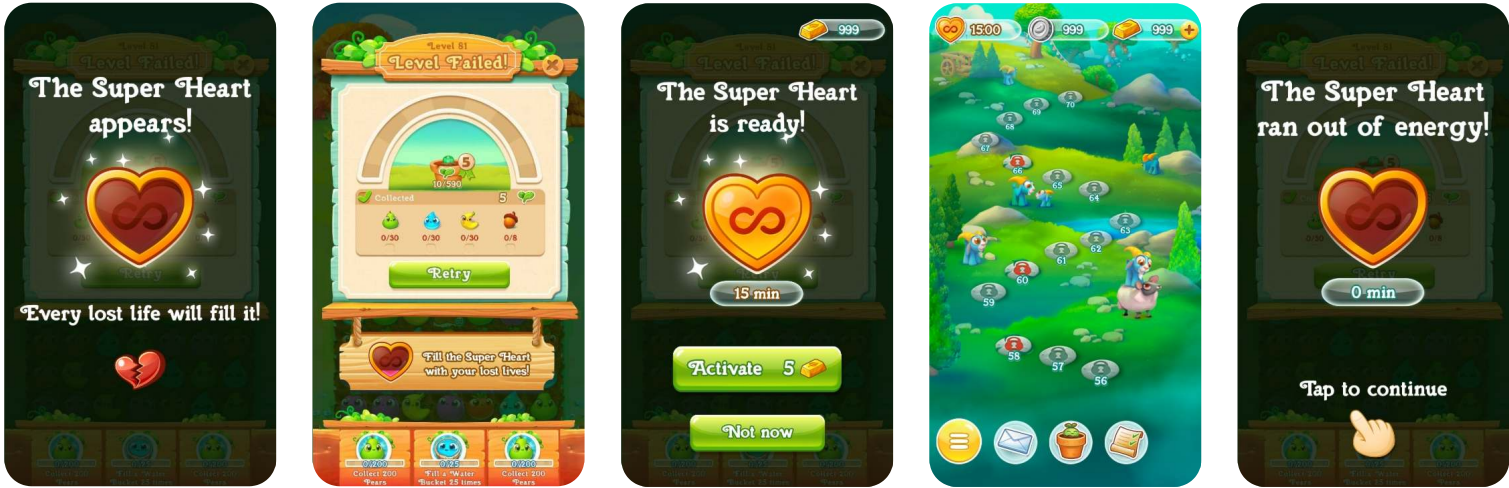
Candy Crush Soda Saga

Turning used lives into a product that players can buy

Overview

- Every live lost goes to the Super Heart
- Once the Super Heart is full the player can pay to get unlimited lives for 30 minutes
- After the time is up, the Super Heart can be filled again

Visuals



Games in which it was implemented



Farm Heroes Super Saga

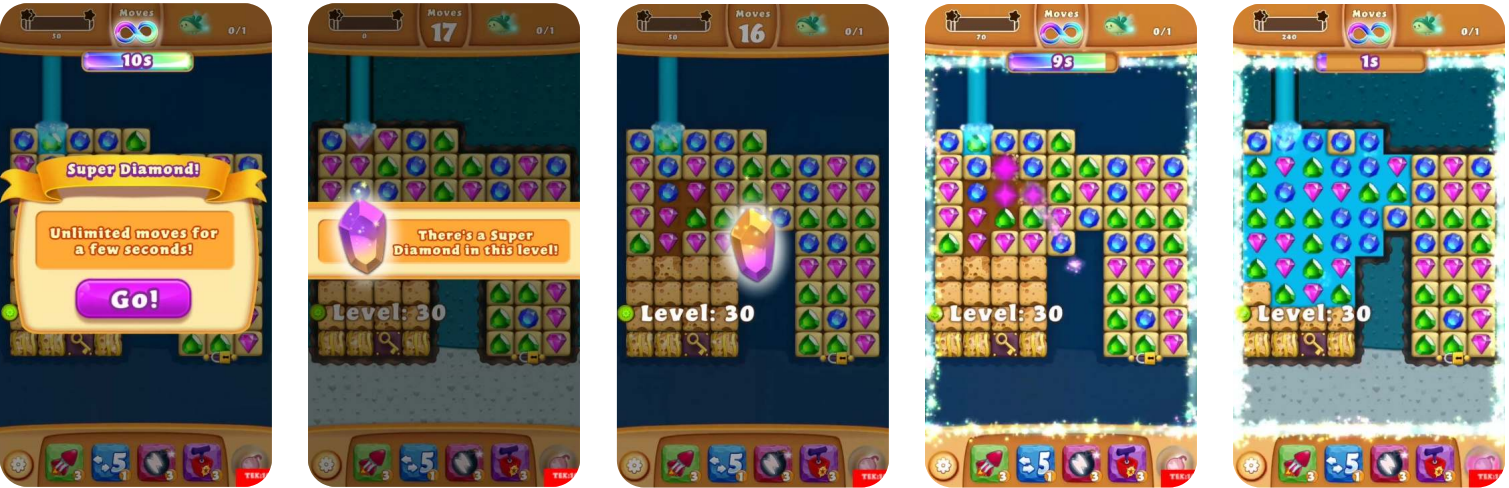
Super Diamond ⚡

A powerful item that provides temporary invincibility

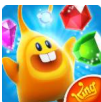
Overview

- The Super Diamond shows up occasionally while playing the game
- It provides unlimited moves for a few seconds
- This special state is reinforced with visual effects, sounds effects and music

Visuals



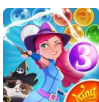
Games in which it was implemented



Diamond Digger Saga



Candy Crush Soda Saga



Bubble Witch 3 Saga