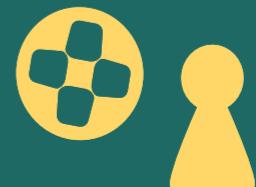


Portfolio

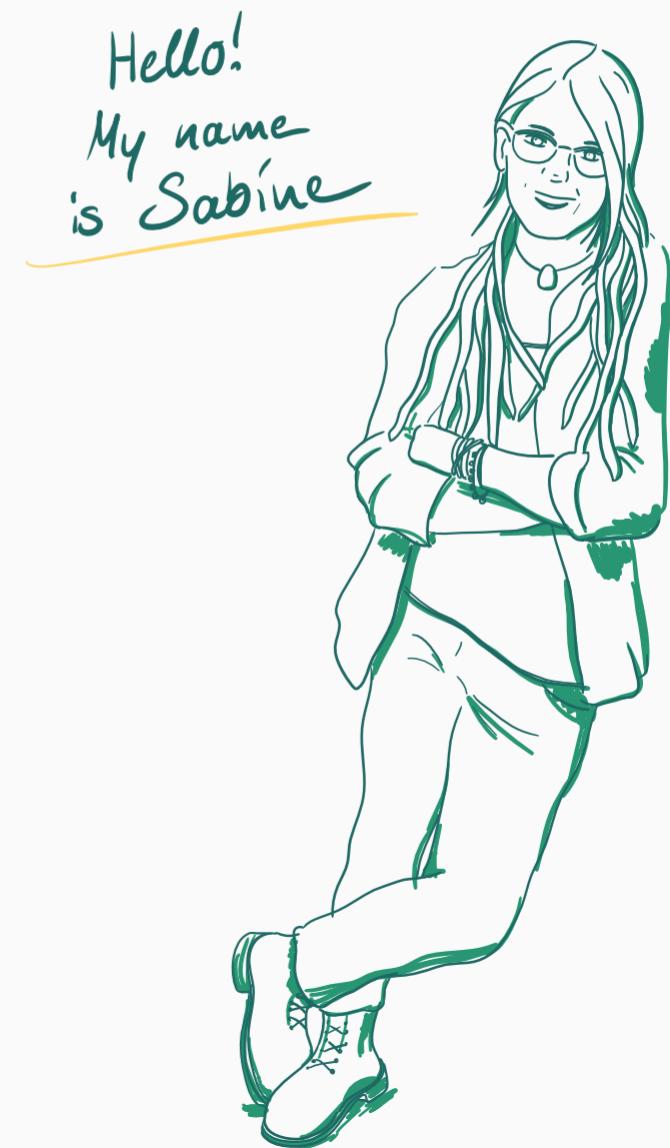
GAME DESIGN

SABINE M. HEYNE



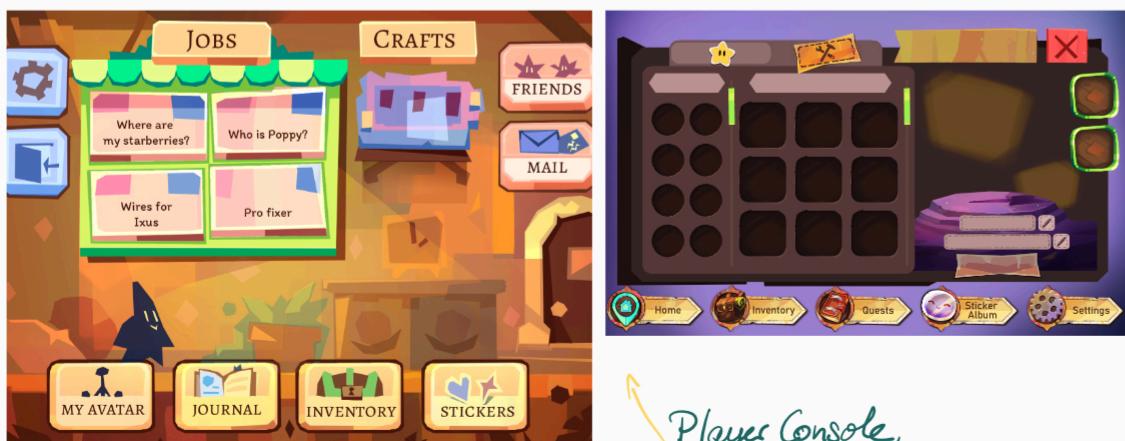
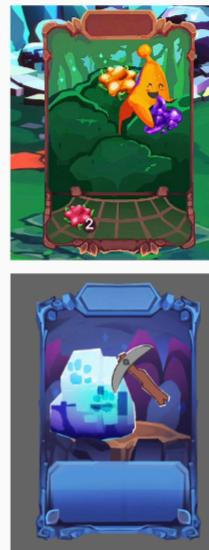
Outline

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Wonderworld

Shared Game Screen



Player Console,
mockups based on my wireframes

Massive Local Multiplayer

Developing a new gaming experience for kids with a unique controller. Players play together on a shared screen in a public venue. The goal is to create fun, shared experiences. Each venue, so called hub, brings something unique to the game.

Jr. Game Designer Wondershop Oy
July 2022 – March 2023

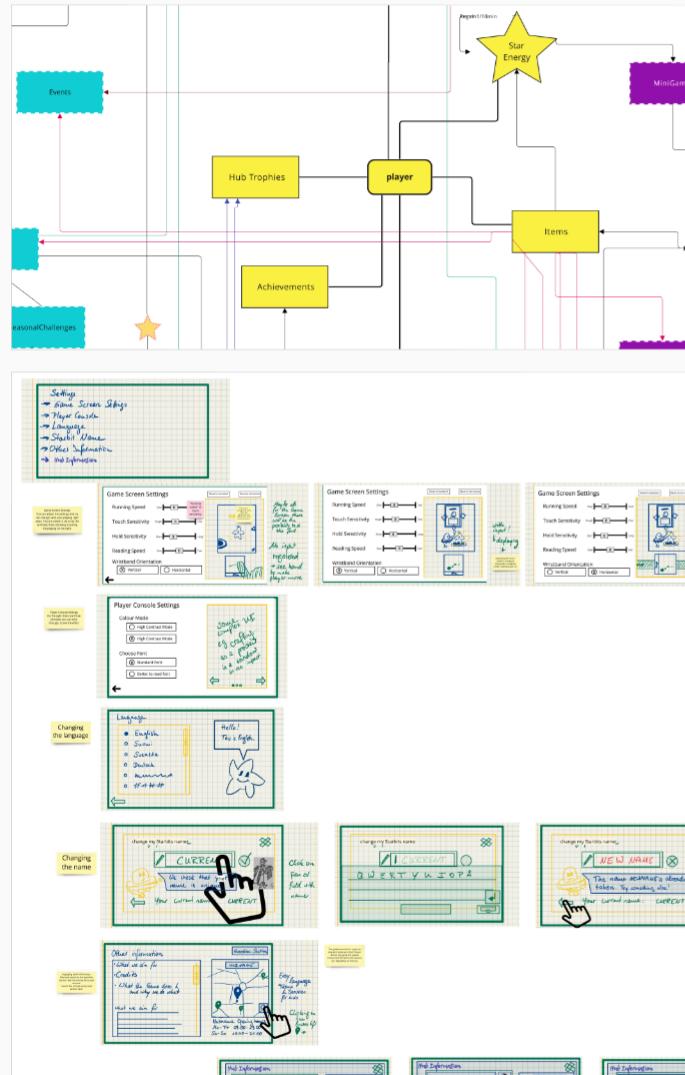
Tasks

- Game Design
- Documentation
- Updating the config
- UX
- Communication with Developers & Artists

© Wondershop Oy
wondershop.org



A snippet from a big
Progress Economy chart



My main responsibility in the project was the Player Console. The player handles everything personal here. The first version felt more like a tool, but not like a part of the game as it was less playful. Additionally it was hard to access all the features the player was supposed to find easily here.

I proposed a new start page, that had a totally different layout. I proposed that based on multiple personas I made with the help of the team at our test hub. I've been in a constant exchange with the developers and artists implementing the changes.

My other big responsibility was balancing the mini games, their resources and all the recipes and items coming with it. Additionally both of us Designers were writing quests, missions, dialogues and descriptions.

Achievements,
Missions
and Settings

Bravori App

Giving feedback after finishing a task

The image shows a mobile application interface for 'Bravori'. On the left, the 'Student screens' show a welcome screen with a login form, followed by a task list for 'Emily' and a feedback screen for 'Fur Elise'. On the right, the 'Teachers screens' show a task list for 'Emily' and a detailed setup screen for creating a new task for 'Fur Elise'.

Welcome back!

Login to continue your exciting music journey!

Email I forgot my password

continue

New here? Start your journey by registering.

Register

Welcome Emily!

Next lesson: 2 April - Tuesday 14:00

Your task list

Fur Elise To be done until: Tuesday, 02.04. practice

Minuet in G To be done until: Tuesday, 09.04. practice

Petite Waltz To be done until: Tuesday, 9 April practice

Carmina Burana p.1-3 To be done until: Tuesday, 16 April practice

Fur Elise 15:01 You successfully completed the practice session!

How was it?

How easy was it? Not easy Very easy

Did you enjoy it? Not at all Very much

How much have you improved? Not much A lot

submit to gain

Emily's tasks Next lesson: Tuesday, 2 April 14:00

Fur Elise To be done until: 02.01.23 Sessions: 4 Minutes per session: 15 notes

Minuet in G To be done until: 09.04. Minutes per session: 10 notes

Petite Waltz To be done until: 09.04. notes

Back to Student list

Back to Emily's task list

General task setup

New task

Add music details Irish Blessing

Version James E. Moore

Specify part to practice, like bars, pages or similar Optimal

Difficulty

Improvement

Written notes Please note can specify for bar 12. There is also a chance from memory that it is bar 20.

Continue >

Music Learning App

Helping students to learn an instrument more efficiently. The basic idea is to improve the feedback for the students, provide support outside from lessons and motivate them to practice regularly. Teachers gain more insights into the students doings and can help better.

UX Designer Bravori Oy
September – November 2023

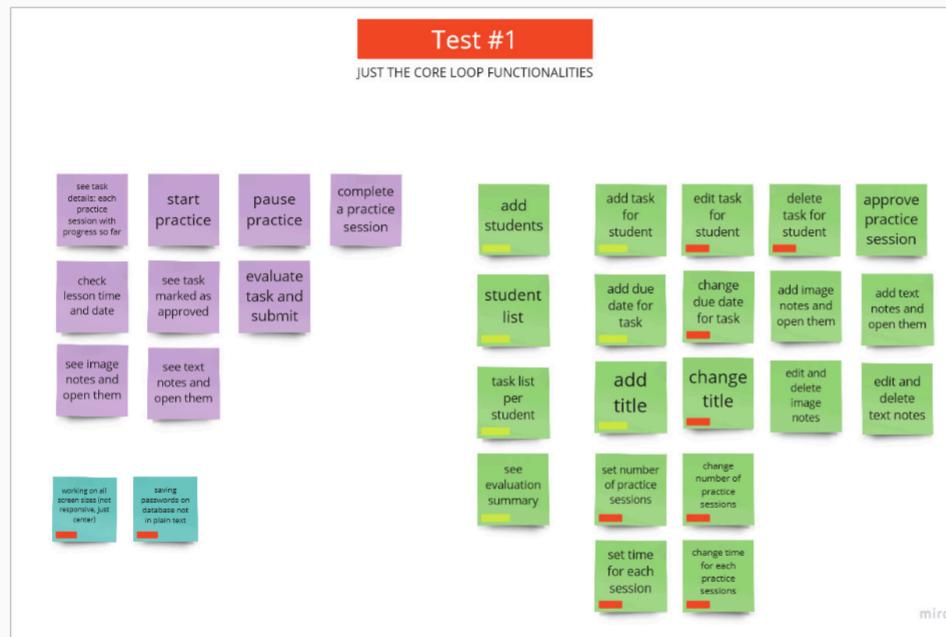
Tasks

- UX Design
- UI Design
- Documentation
- Team management
- Communication with Developers

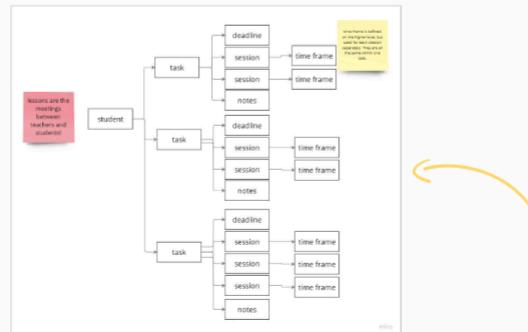
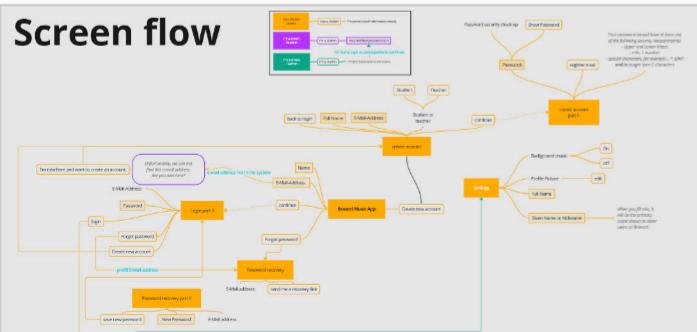


Bravori

Spacing example for responsive design



Screen flow



Structure for the students tasks

When I joined the team, there was no design document, no roadmap, no basic design system or flow-chart.

My first actions were starting a documentation in Notion, figuring out the actual needs of students and teachers and making a list of needed core-features. After we understood this, I started to build a core loop, made a screen flow map and organised a feature list for the first prototype.

I updated and streamlined the design in figma, built new screens and a clickable prototype in figma.

Meanwhile I was also in charge of testing. I prepared the test, organised test sessions with kids and music teachers, conducted the test and evaluated our first results. Additionally I built some personas, to improve future design decisions.

Villewälde App



AR App with Serious Content

App for exploring the biodiversity in the renaturalised oak forests of the "Kottenforst". The user can get to know the forest inhabitants in their natural environment and discover the protected oak forests at four stations using augmented reality.



STATION 1: Nachts im Eichenwald

Wenn der Tag endet, werden manche Waldbewohner erst richtig munter. Wer fliegt durch die Baumkronen, wenn Meise und Specht längst schlafen gegangen sind? Wessen Rufe unterbrechen die nächtliche Stille? Hier können Sie nachtaktive Waldbewohner kennenlernen.



STATION 2: Lebensraum Eiche

Eine alte Eiche hat viele Bewohner. Wo zimmert der Mittelspecht seine Höhlen? Wer baut in der Krone der Eiche ein riesiges Nest? Wenn Sie am Baumstamm nach oben schauen, können Sie vieles entdecken.



STATION 3: Leben im Teich

Über und unter der Wasseroberfläche ist einiges los. Dies gilt besonders im Frühjahr, wenn sich hier Frösche, Kröten und Molche paaren und ihren Laich ablegen. Tauchen Sie in die besondere Welt der Teichbewohner ein.



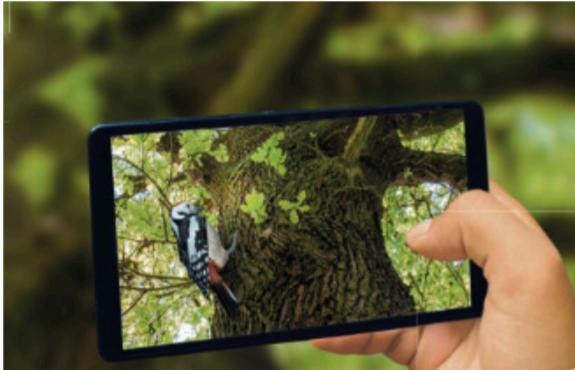
STATION 4: Wald im Wandel

Unsere Eichenwälder liefern uns den nachwachsenden Rohstoff Holz. Schauen Sie sich an, wie der Wald naturnah bewirtschaftet wird und wieviel Zeit von der Eichenpflanzung bis zum erwachsenen Wald vergeht.

Internship the Good Evil GmbH May – July 2019

Tasks

- Game Design
- Content Design



After a few weeks, I was in charge of this project. The Lead Game Designer reviewed my process with me weekly and advised on how to proceed. Besides that, I had absolute freedom and worked alone on the Game Design.

I knew which specific forest areas I needed to include in the game and which animals the visitors could find at these. My task was to figure out the possibilities with AR and what the player could do at these sites.

The interactions in the game are small: for example, the player searches with their phone on the trees around them for a place on which bugs could be so the woodpecker can find and eat them.

A short informational text informs the player about the specifics of the animal. Then, they can continue with the following small task. This way, the player learns much about the connections between the forest and the animals living there.

The game is supposed to be played while walking through the forest, and the stations are not directly next to each other. The main focus is still experiencing nature, and the players are encouraged to search for all the details revealing the animal's activities.

*Collect the bugs and mark
the habitat tree*



Sherlock Holmes Scotland Yard



Deduction Board Game

A new version of the classic from Ravensburger. Players can choose characters with unique abilities, and Moriarty has new possibilities to win the game.

Block a road with Inspector Lestrade's ability or ban Moriarty from using Tram or Underground next round. But be aware: he could use the hot air balloon to escape!

Internship Ravensburger AG

April – June 2022

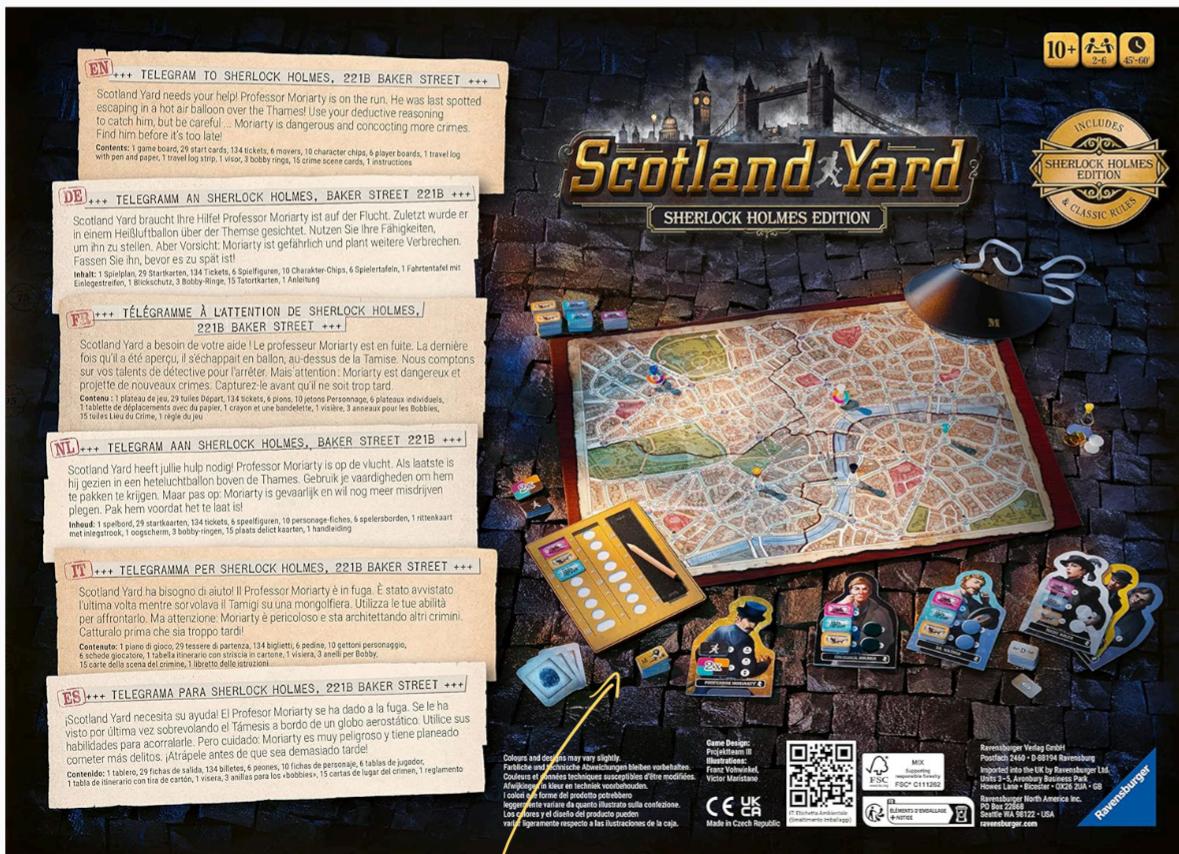
Tasks

- Testing
- Game Design
- Editorial

© Visuals: Ravensburger AG
Board Game Geek / SH Scotland Yard



When I joined the project, the two Editors working on this project already developed the new character abilities for Holmes' Team. In the old version, one person played Mister X and could only win by escaping.



You could actually end up
with these positions & progress!

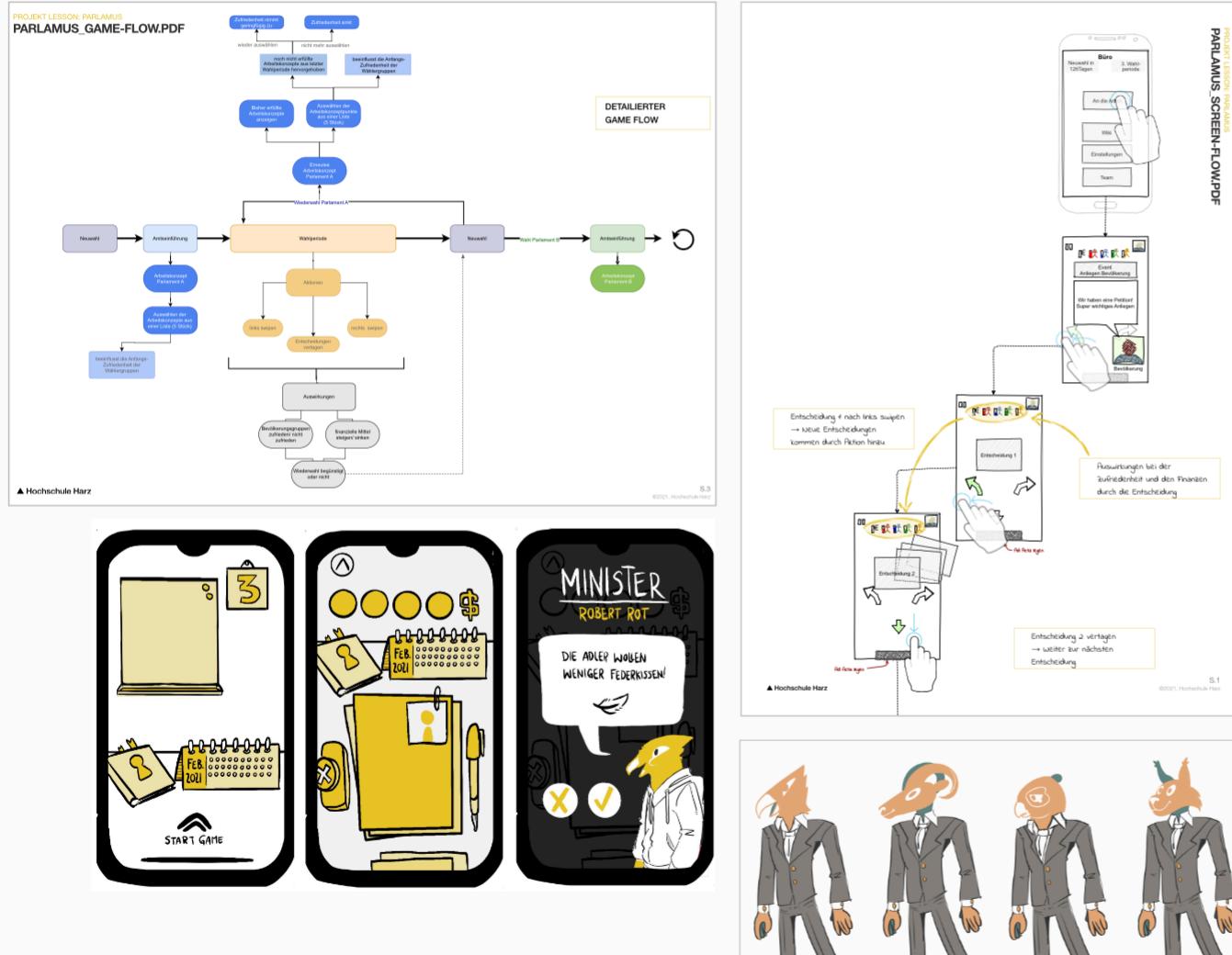
Now, this player plays Moriarty and can also win by committing crimes.

But with the new player abilities, we realised during one of the many test sessions that Moriarty needs an escape strategy. These Moriarty abilities were my main tasks during the development. I chose the locations where Moriarty could land with his air balloon and helped figure out the crime scene areas on the board.

In the end, we decided to use Moriarty's start number tokens also for the landing possibilities, always having two options on one token. This way, we didn't need to set up a new layout for printing and could lower production costs. In the end, I was even in charge of correcting the rules, coordinating with the art director for this project, checking the final print files, and writing instructions on setting up the rule book's explanation pictures.

© Visuals: Ravensburger AG
Board Game Geek / SH Scotland Yard

Parlamus



Our four different parties:
eagle, mouflon, lynx and bear

Casual Mobile Strategy Game

The concept was developed in the LESSoN project at the Harz University of Applied Sciences. The client was the state parliament of Saxony-Anhalt, intending to create a game that makes politics more appealing to young people. The player swipes through decisions that influence satisfaction to be re-elected.

Team project | 3 people
November 2020 – March 2021

Tasks

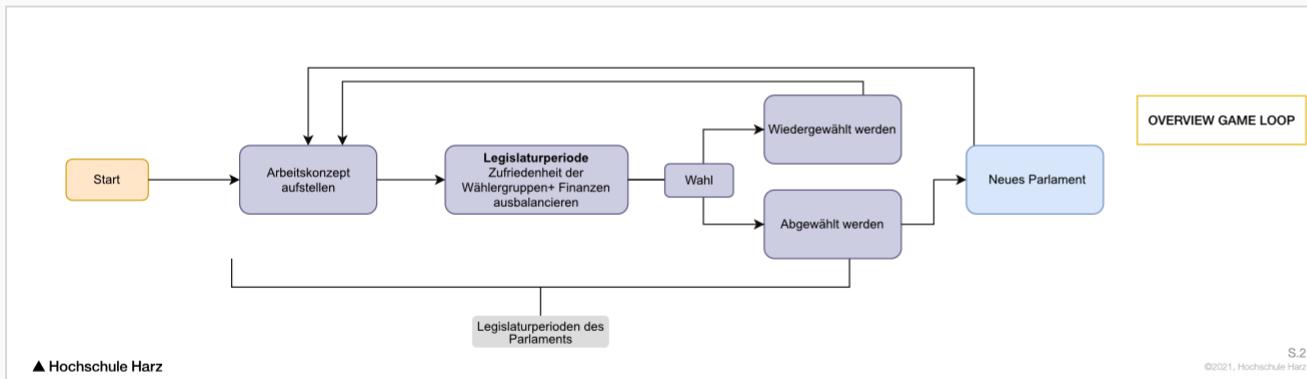
- Research and Analysis
- Game Design
- Documentation
- Concept presentations
- Contact person of the state parliament

Exemplary flow (german): smheyne.de/dl



Our team consisted of three students and our Professor, who consulted us. One was in charge of illustration and UI, one was the Content Design and Research, and I was doing the Game Design and Client communication on this project.

Our main inspiration was Reigns/ Tinder. Our goal was to develop a game with a short time frame for each play session, continuous learning and some silliness in the gameplay. We wanted our players to make decisions, see the consequences and get another chance quickly.



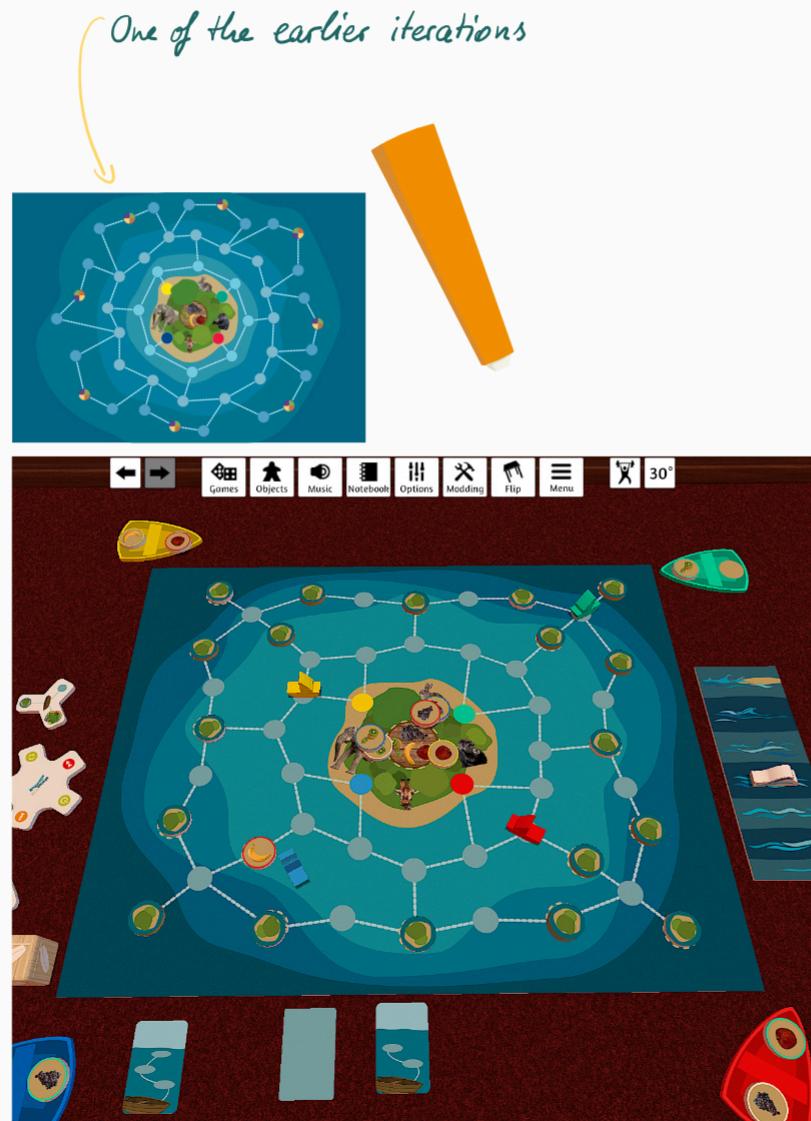
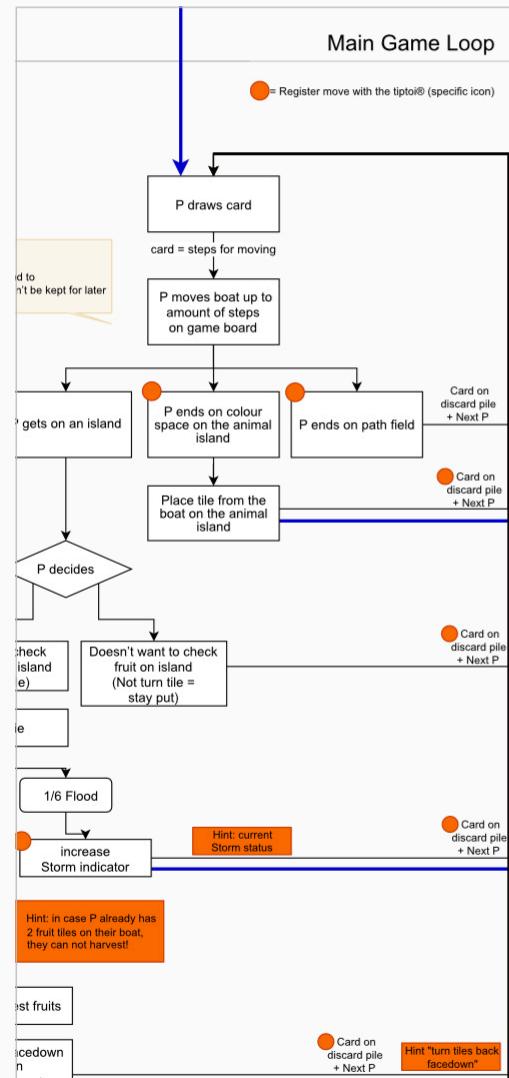
The biggest hurdle was the communication with the client, as we had different vocabularies and didn't even know about minor differences in some specific political terms. But for them, it was unclear what exactly we struggled to understand.

After multiple phone calls and iterations, we had learned a lot, and our client was satisfied with the result.

*exemplary decisions
and their impact*

Aktion	Links						Rechts						vertagen								
	Auswirkung	Zeit	Finanzen	Bär	Adler	Luchs	Mufflon	Auswirkung	Zeit	Finanzen	Bär	Adler	Luchs	Mufflon	Auswirkung	Zeit	Finanzen	Bär	Adler	Luchs	Mufflon
"Großer Stern des Sports" verleihen	Große Zeremonie	-2	+1	+1	+1	+1	+1	Kleine Veranstaltung	+2	-1	-1	-1	-1	-1	nicht zu verschieben		0	0	-1	-1	0
Neue Landstraße bauen	Nein	0	+2	-1	-2	0	0	Ja	-3	-2	+1	+1	0	0	nicht zu verschieben		0	0	-1	-1	0
Fahradweg neben Landstraße	Nein	0	-2	0	0	-2	0	Ja	-2	+1	0	0	0	+2	nicht zu verschieben		0	-1	+1	0	0
Alte landstraße beschädigt	Oh nein...	-2	-1	-2	-2	-1	-1	Oh nein...	-2	-1	-2	-2	-2	-1	nicht zu verschieben		0	-1	+1	0	0
Klima Thementag	Nein	0	-2	+1	+1	-1	-1	Ja	0	+2	-1	-1	-1	+1	nicht zu verschieben		0	-1	+1	0	0
Neu Bewilligte Gelder	Subventionen	+2	0	+2	+1	+1	+1	Ins Budget	+5	0	-2	-1	-1	-1	nicht zu verschieben						

Master thesis



Serious game with the tiptoi®

Transportation game in which the players have to collect fruits with their ships. To find the food they have to visit the small islands and on some of them are fruits. Collecting is possible with fulfilling small motoric tasks. But beware of the upcoming storm and never forget on which islands you've already been!

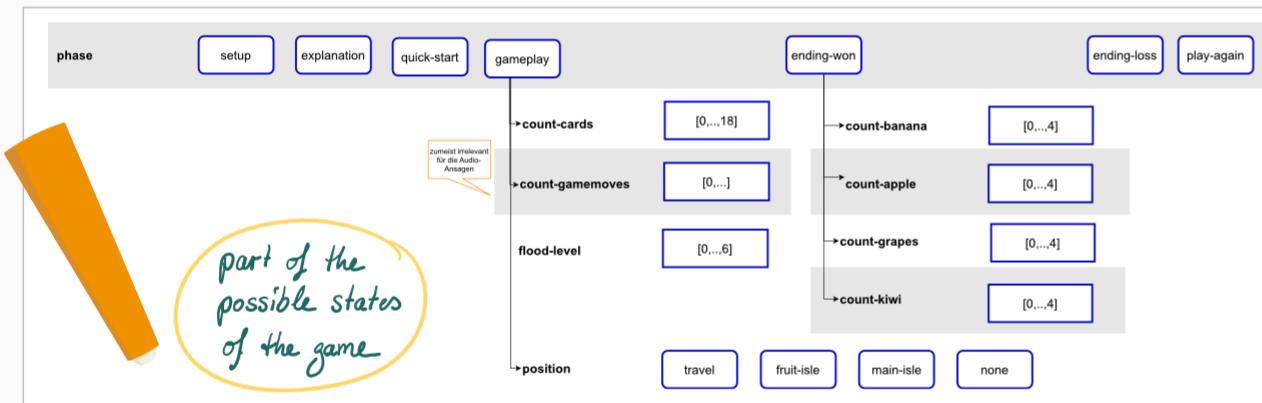
Solo Project
February – June 2021

Tasks

- Content Research
- Competitive Analyse
- Game Design
- Prototype building
- Visual Design

Was
tierische
Merkmission

The tiptoi transforms analogue media into an audio-supported experience. Basically you take the tiptoi, tap on a surface that has a fine point grid printed on it and the device reads a number from it. This defines, which audio to play. The device can handle actual logic and therefore you can program states, conditions etc and which text to play afterwards.



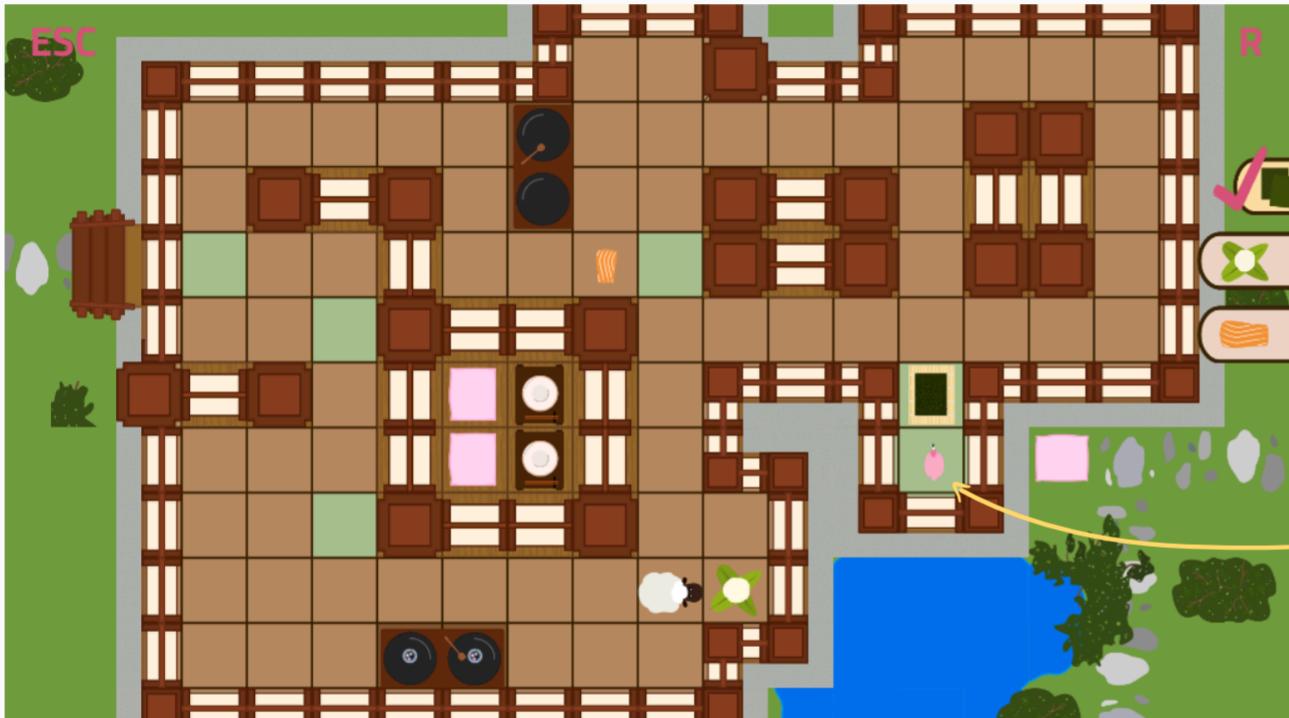
Number	Name	Triggered by	condition	Text
100	a_how_repeat	a_start_ask_how →		Whenever you want to hear something again, you can put the repeat symbol into the speaker. It will repeat the last text.
101	a_how_skip	a_start_ask_how		You want to skip the rest of the current text? Put the faster symbol into the speaker.
102	a_how_info	a_start_ask_how		You want to know what a specific game element does? Put the info symbol into the speaker.
103	a_how_start	a_start_ask_how		This is the start symbol. With this you can start and also end the game.
104	a_how_timer	5s timer nach a_how_skip a_how_info a_how_repeat a_how_start		You don't understand another symbol? Then also put this into the speaker. Otherwise put my image Image into the speaker to continue with the setup.
105	a_fill_uebrigens			By the way!
106	a_fill_super			Great!
107	a_fill_player-cl_green			...green...

I went through multiple iterations within the project time and tried to keep the gameplay as simple as possible. My biggest problem was that I couldn't test with more than one friend due to Covid.

I built several prototypes and illustrated the last version a bit, so I could import the assets to Table Top Simulator for a final round with 4 testers.

I had to prepare all the logic connections and needed texts. Which the tiptoi then would play, to simulate the gameplay.

SheepRoll



Puzzle Game

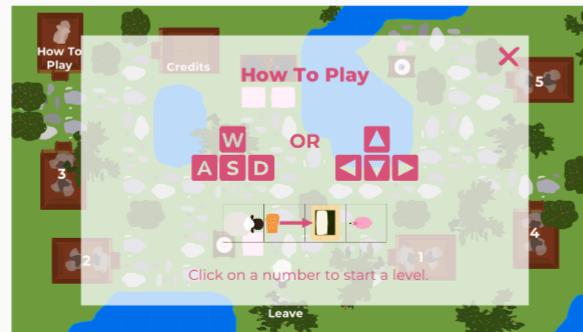
SheepRoll is a tile and turn based puzzle game. The player controls the sheep and tries to move the ingredients in the right order on the sushi mat to prepare sushi for the flamingo.

feed the
flamingo!

Team project | 2 people
March – August 2020

Tasks

- Game Design
 - Competitive Analysis
 - User Research
 - Graphic design
 - Playtesting

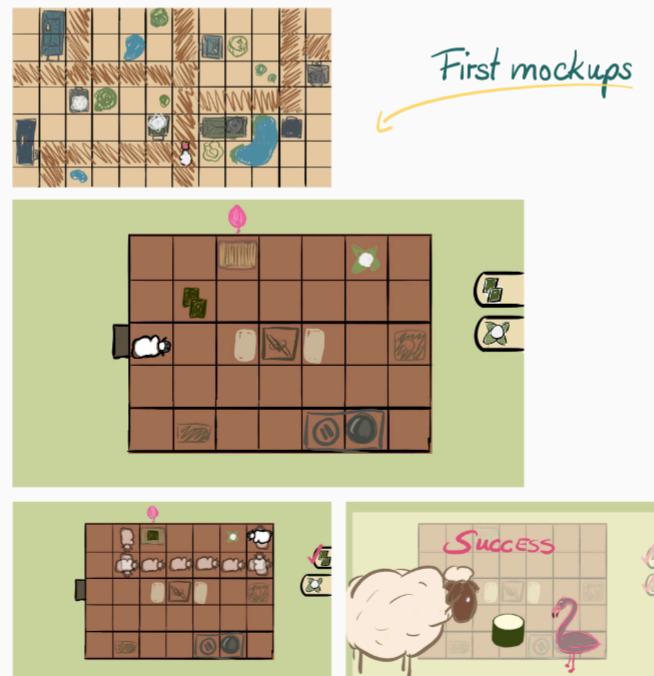
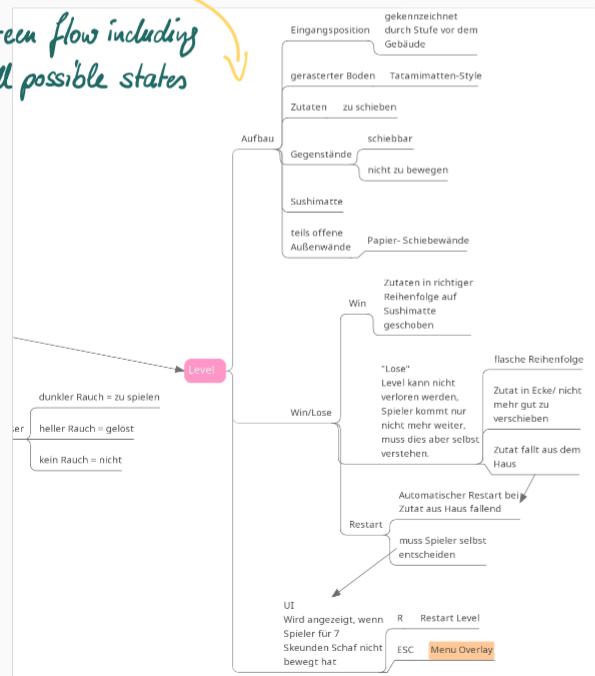




SheepRoll was a project developed in a group of two within one semester. We've built a first prototype which was programmed by my colleague and illustrated by me. I put a lot of time in the user personas and analysing multiple others games mechanics to build a game with simple rules and goals, but an challenging experience.

As I was in charge of the overall game design and my colleague did the level design. That also made me the primary tester. We ended up with 5 different levels.

Screen flow including all possible states



Baba is You	Sokoban	Sheep Roll
Character dissolves, normally the goal is always still somehow possible	Boxes can not be moved to target osition anymore	Ingredients no longer possible to move, ingredients fall out of house, ingredients get burned
Reaching target area	Moved all boxes to target ares	All ingredients have to be placed on the sushi mat in correct order
Back to level map when finishing level; 1 solved level unlocks multiple new levels enough/specific ones from one cluster unlock 1 level in a different cluster	When ending directly into the next level	Back to level map after finishing level, possibility to choose next Level freely from unlocked ones
Undo button for one step; In case character dissolves, level is restarted automatically	none? It seems like there is No restart button (Game is from 1984)	Reset Button (only a "R") After being inactive for specific time Reset and Back to Menu are shown bigger and more obvious
When level finished: daffodil Or a different flower	Number of steps+ Moved tiles + time, Succeed sound + blinking when all boxes are on their target positions, colour change of the box on the target position, step sounds	Checking and indenting ingredient that was pushed on sushi mat Correctly. Cross out wrong Ingredient, when on sushi mat in Wrong order; could later maybe also get a bigger visual indicator
time?		none

Our first prototypes were only made with paper. When the basics worked I scribbled our main components and UI and we started to "play" by just moving the visuals around and checking the right layers. You can see the mockups on the left.

Download the Unity build (Windows only) and check if you can solve the puzzles.

About me

My name is Sabine.

I am an enthusiastic game and UX designer with a love for illustration and typography. I have a special interest for serious games and games, which include both analogue and digital components.

I discovered Game Design through my Bachelor study Intermedia Design at the Trier University of Applied Sciences. There I first focused on the conception of interactive exhibitions and finally specialised in the field of Game Design.

My skills of managing chaos as well as patience in difficult and time-consuming activities also help me in my hobbies: textile handicrafts and bread baking.

I like to communicate and structure. Not only do I reach people, I can get them excited about topics and motivate them – I have seen this in pitches or in team projects through positive feedback.

When I'm not busy with projects, I love playing puzzle and management games because they completely distract me from other tasks and let me switch off. Otherwise you can find me in the choir, because music relaxes me extremely and I enjoy the community and the togetherness.



My goal?

I want to create content and convey attitudes that enrich our social interaction and make the world a bit better.

Contact & website

info@smheyne.de

www.smheyne.de