

Project Meeting #2:

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Production and Post-production

Acting like a designer

Analysis: Thinking about what we want the player to experience

Design: How can we create flow in the game while allowing for a good UX

Implementation: Apply in prototype, and then implement in the game

Testing: Test in prototype, implement in game, test in game

Design Goals

Designer-Centric Goals

With the gacha mechanic, this would include the cosmic cafe in the gacha gaming community, where the player can spend in-game currency to receive a ticket that will generate them a rare ingredient or recipe (by random). This is the only way that the player can obtain the Rare items. Because of the “gambling” or “randomised” mechanic, this can make certain items be particularly exclusive to own, which could be sought-after in the gacha gaming community.

This game can also help to be a part of a community around comfort games. These games have had a community for over a decade, and Cosmic Cafe fits within that community by also incorporating the breezy sakura-inspired art, soft colour tones, and the earning of money to grow the cafe’s repertoire of ingredients and recipes.

Personal expression and communication are also some of the main goals of creating Cosmic Cafe. The game is one that can make a statement about the importance of safe spaces and simple accomplishments. It is a creative endeavour inspired by the cozyness of a cafe beholding celestial objects/astrophysics and plays on these topics. This is an expression of “being a part of something greater.”

Player-Centric Goals

A goal of Cosmic Cafe can be to evoke feelings of fulfilment from the player, from the player-centric goal of fun. If someone has the desire to maintain a coffee shop as well as

interact with ingredients that may introduce new astrophysics concepts to them, then they will find fulfilment in playing Cosmic Cafe. Also within the goal of fun, the player can feel engaged within the Cosmic Cafe as they feel a sense of responsibility that does not stress them out too much but also interests them from the theme and the art.

Another player-centric goal of the Cosmic Cafe is to get the player into a flow state, as they design recipes and focus on obtaining new ingredients. The player will find flow in the focus on earning in-game currency so that they may “gamble” via the gacha mechanism to hope to obtain one of the rare ingredients. The game is not so easy that the player would become bored, but the game is also not so challenging that the player loses focus and gets frustrated.

Paper Prototyping Plan

We have been using the Figma SAAS to make our prototypes. Figma allows for easy changes, and allows us to “play” the game as a prototype to allow for quick alterations.

Game Testing

The game is being tested on a couple of layers. We use Figma to test for UI and design changes, to see how the flow of the game plays out. For testing the code, then the game is run after making changes to the code to see that the desired UX changes were applied. Additional testing occurs in our backend to sanitize player inputs and interactions that could be malicious to the game’s program. We also optimize our performance by using the minimum resolution of sprites and textures that we have found would work well on most modern devices.

Auto Evaluation Questions

- How can we create the game to fit into specific niches?
- Should we focus on a single niche, or is it okay to try and pull ideas from multiple niches, in order to fill a niche in multiple communities?
- How can we make the gacha mechanism a core concept of the game in order to draw in player interest to obtain rare items?

Remaining Steps for Game Completion:

- Complete prototype
- Implement changes in game
- Player Testing