

## **Empathy map**

"This is a god run"

This has a balance of chaos and quiet moments

**Says**

**Does**

Keeps playing because of improvement

**Thinks**

**Feels**

Challenged, motivated, accomplished

### User research

(Based on survey)

1. People play games for enjoyment and to "escape reality"
2. People mostly enjoy FPS games
3. Of those surveyed, three out of four people enjoy action platformer roguelike games.

Brainstorm Idea: Balancing with Exponential difficulty

1. Items
2. Leveling up
3. Stat boosts
4. Different scaling systems

I am creating an action platformer rougelike game. Its purpose is to bring chaos and havoc to anyone who enjoys fast paced game play with a constant risk of defeat.

4029/7056

\$387

# Wandering Vagrant

Gentle Protector

27:56

DIFFICULTY:  
Impossible


Wandering Vagrant  
1316/7120

47/90 seconds

Pain

Stay alive!



13

Lv

16

Lv

160/550



USE

# TITANFALL® 2





 **GEARS OF WAR**  
ULTIMATE EDITION

