GAME MAKERS TOOLKIT

Koichi Hayashida *(koeechee hiyasheeda)*

**Kishotenketsu** *(keeshootenketsoo)*

**Hits you with a concept**

**Develops it**

**Twists it**

**Offers a conclusion**

Introduce the concept in a safe environment (safety nets)

Twist the concept towards the end of the level (combine with a separate mechanic)

Can reuse and reintroduce mechanics from previous levels

Each level should be focused around one mechanic until all are taught

“A good idea is something that does not solve just one single problem, but rather can solve multiple problems at once” – Shigeru Miyamoto, Nintendo

NINTENDO DRAWS THEME FROM THE CORE MECHANIC – makes intuitive sense