

IMPROVE IDEA

The next step is to focus on the essence of your idea. Answer all questions on the following cards to improve your prototype.



★★★★★
PRE-PRODUCTION

What is the core mechanic of the game?
(Jumping, Shooting, Interaction, Crafting...)



★★★★★
PRE-PRODUCTION

What is the core experience you want to communicate? Try to find only one word for it.



★★★★★
PRE-PRODUCTION

How does the experience fit the core mechanic? If it doesn't fit, ask yourself what changes you have to perform to get this symbiosis between: mechanic and wished experience.

★★★★★
PRE-PRODUCTION

Who is the target audience for this experience / game?



★★★★★
PRE-PRODUCTION

What is the best target device for this experience?



★★★★★
PRE-PRODUCTION

MEDITATIVE VS. INTERVAL

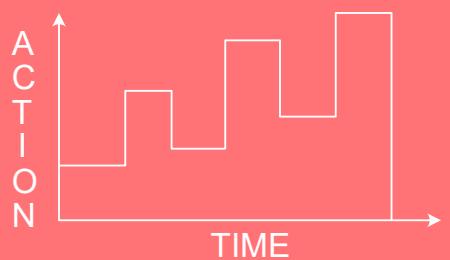
Take pen & paper and draw a Time / Action coordinate.

Now draw a curve which represents the gameplay of your prototype.

Following cards contain different types of curves. Find the most one similar to yours and note its property.

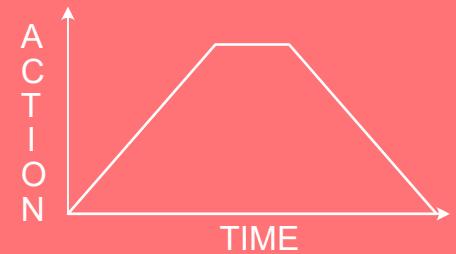
○ ○ ○ ○ ○
PRE-PRODUCTION

INTERVAL - 01



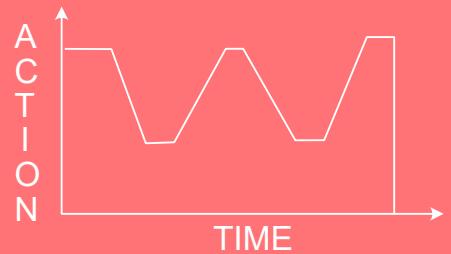
○ ○ ○ ○ ○
PRE-PRODUCTION

INTERVAL - 02



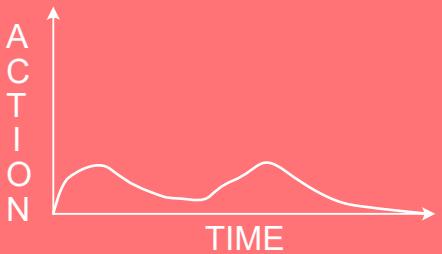
○ ○ ○ ○ ○
PRE-PRODUCTION

INTERVAL - 03



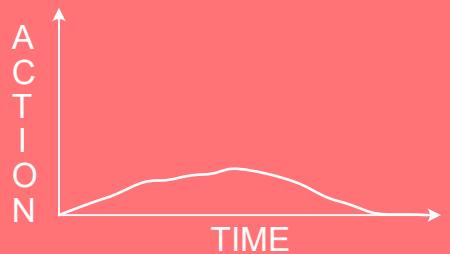
○ ○ ○ ○ ○
PRE-PRODUCTION

MEDITATIVE - 01



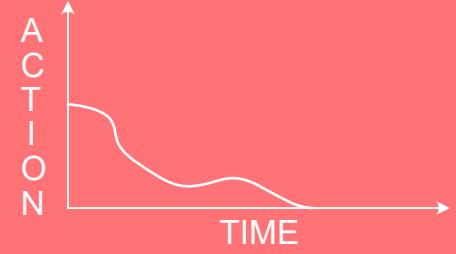
○ ○ ○ ○ ○
PRE-PRODUCTION

MEDITATIVE - 02



○ ○ ○ ○ ○
PRE-PRODUCTION

MEDITATIVE - 03



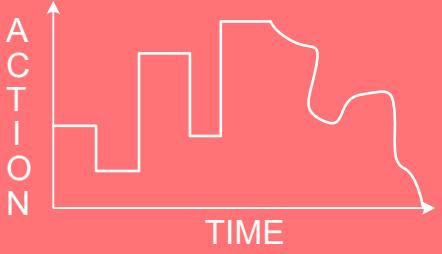
○ ○ ○ ○ ○
PRE-PRODUCTION

MEDITATIVE +
INTERVAL
01



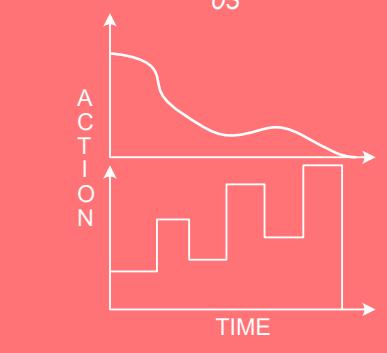
○ ○ ○ ○ ○
PRE-PRODUCTION

MEDITATIVE +
INTERVAL
02



○ ○ ○ ○ ○
PRE-PRODUCTION

MEDITATIVE +
INTERVAL
03



○ ○ ○ ○ ○
PRE-PRODUCTION