

2 GAME STATES

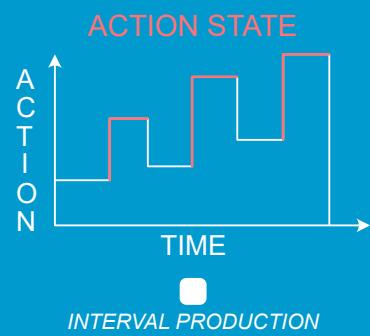
Games with an interval curve name two states: Action and Relaxation

Read all following cards to understand these states.

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Action state

The players experience action. The play in the game increases in intensity; the music pushes the players faster; the core game mechanic is active; the story gets dramatic, players tense their bodies and minds.



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The action state is a state where players get activated through game mechanic, story, sound, visuals etc.

The action curve in an action state should progressively increase and stay at its peak for a certain amount of time before it decreases again.

The skill level of the players has to be in proportion to the challenge of the game to create an enjoyable game experience.

INTERVAL PRODUCTION

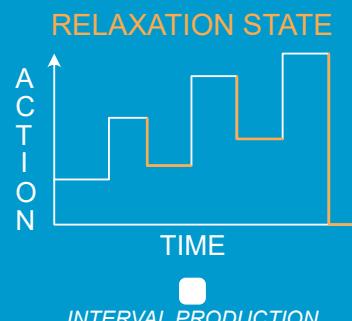
Possible methods to increase the action

- Place more enemies / hazards / obstacles
- Set a timer
- Give the players a handicap
- Build up the drama with sound / visuals / story...
- Combination of the options above.

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Relaxation state

The players know they are safe, the color palette and sounds are calming, the story reduces drama and action, the core game mechanic reduces or changes, players experience relaxation and have time to take a break.



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The relaxation state is the state in which players have a moment to rest because of a change to the pace of the story, sound, visuals etc. It's contrary to the action state.

The relaxation state can offer either a break from the action state and/or give the players the opportunity to prepare for the next action state.

Let the players decide when they want to enter the next action state.

The relaxation state should offer time to reflect on their experience, a timeless and punishment free save space, a moment to explore and enjoy.

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Possible methods to increase relaxation

- Play relaxing music
- Build humor in your story
- Change the color palette to friendly colors
- Let the players have a break from the main mechanic
- Open and big rooms/spaces

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Game Devs have to alternate and balance between these two states to intensify the game experience. Find in your references the two states to get inspired.

Interval curves can look differently for each game but they usually all intensify during the course of a game.

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MOODBOARDS

Create mood boards of your game.

Catch the essence of the experience in a couple of pictures.

The following cards contain some advice for the mood boards.

Pick at least 1 card.



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Focus on 2-5 colors for your game. Assign those colors to the action and relaxation state.



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OmoTomO Farbpalette



R: 247
G: 247
B: 245



R: 182
G: 21
B: 3



R: 92
G: 145
B: 118



R: 168
G: 67
B: 4



R: 66
G: 66
B: 66

If you're creating a digital game, make a simple box prototype of your current game idea.

Following cards contain suggestions on this topic.

Use all cards.



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Create your first prototype with simple shapes and sprites in simple colors as placeholders. Your first goal is to have a playable prototype as quickly as possible.



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Don't worry if your code is not optimized at the moment, you can improve it later on.



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If the project is big, break it down in sections to get faster results.



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