

MEDITATIVE STATE

The meditative state is a state of constant relaxation. The game does not contain tension but lets the player create them.

Read the next card which shows the characteristics of those games.



MEDITATIVE

The characteristics of those games are:

- Giving the players full control over the gameplay.
- Allowing the players to create and / or explore at their own pace. (Sims, Stardew Valley, Everything)
- a calming atmosphere.
- They usually don't have a by Game Dev narrated time / action curve.



MEDITATIVE

MOODBOARDS

Create mood boards of your game.

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

Flip the card to find some advices on mood boards.

Pick at least 2 cards.



MEDITATIVE

Create one mood board for the overall look & feel of your game.



MEDITATIVE

Focus on 2-5 main color types for your game.



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Make note of the rules which you respect throughout the design process such as shapes, light, camera view etc.



MEDITATIVE

Create an early mood board for the sound.



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DIGITAL PROTOTYPE

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.



MEDITATIVE

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



MEDITATIVE

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



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



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BEAT CHART

Create a beat chart of your game.

A beat chart is a document which includes all the information about the things that happen in one level.

Following cards contain instructions to create a beat chart. Use all cards.



MEDITATIVE

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Create a chart with the important topics of your game such as:

- Level (Level-02)
- Events in the level (AI talks to PI.)
- What happens story-wise
- In-game time (At morning)
- Estimated playtime (20min)
- Music (Track X)
- Wished experience (Relaxes)
- Color palette (Green / Blue)
- Mechanics (PI. learns jumping)
- Rewards / Punishment
- Enemies (Boss enemy 02)



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Fill this chart with information of your game and try to create a balance between action and relaxation state. Offer the players the same amount of time for both states. (i.e. Action State ≈ 10min Relaxation State Action State ≈ 8min)



MEDITATIVE

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The beat chart is your guide. It helps you to keep track of the game progress and to make better decisions.



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