

## CURVE

Once you have a functional prototype, coordinate the pace of action in your game.

Draw a time-action curve of your gameplay.

Pick 2 cards and answer the questions.



MEDITATIVE PRODUCTION

Do you or your target audience feel relaxed after playing the game?



MEDITATIVE PRODUCTION

Did you or your target audience create a "flowy" experience on their own?



MEDITATIVE PRODUCTION

Did you or your target audience have full control over your game?



MEDITATIVE PRODUCTION

How would you/does your target audience draw the time-action curve?



MEDITATIVE PRODUCTION

What in your game did cause stress for your play testers?



MEDITATIVE PRODUCTION

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## ITERATE

Continue your prototype and iterate as often as possible to achieve your optimal game experience.

Replace the box prototypes, create sound, story and visuals for your game, reduce stress factors and playtest it again.



MEDITATIVE PRODUCTION

## CHECKLIST

- I / We created Moodboards
- I / We created a digital prototype
- I / We created a beat chart



MEDITATIVE PRODUCTION

## NEXT STEP

If you have a game with both curve types, continue to the "INTERVAL PRODUCTION" set  
otherwise  
take the "POST-PRODUCTION" set.



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