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.

◻

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.

◻

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.

◯◯

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

◯◯

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

◯◯

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

◯◯

Create an early mood board for the sound.

◯◯

DIGITAL PROTOTYPE

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

The following cards contain suggestions on this topic.

Use all cards.

▲▲▲

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.

▲▲▲

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

▲▲▲

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

▲▲▲

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.

♥♥♥♥

---

①

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

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

♥♥♥♥

---

②

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)

♥♥♥♥

---

③

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

♥♥♥♥