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.

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

- State (action / relaxation)
- 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)
- Wanted experience (Relaxes)
- Color palette (Green / Blue)
- Mechanics (Pl. 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)

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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.
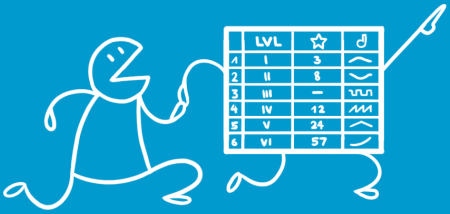
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Level	Story	Setting	Mechanic	Playtime	Curve	Track
1-6	Introduction OmoTomO	Early spring.	Player learns core mechanic	5min	rising	1
7-10	X	X		20min	Rising	X
11	OmoTomO has grown in Spring season	Spring	Intro. Stop Fields	5min	Falling after Lv.10	2
12-20	X	X	X	20min	Rising after lv.12	X
21	OmoTomO summer, keeps on growing	Summer	Intro House Field	5min	Falling after lv.20	3
22-30	X	X	X	30min	Rising after 21	X
31	OmoTomO has grown in Fall. Dramatic bad weather.	Fall	Intro. Teleport hole	5min	Falling after 30	4
32-40	X	X	X	30min	Rising after 32	X
41	Lv 40 OmoTomO is in winter, has no leafs. It is cold.	Winter	Intro Wish field	10min	Falling after 40	5
42-50	Lv50 OmoTomO is fully grown and beautiful.			50min	Rising high and keeping tension after 41	

ITERATE

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

Replace the boxes in your prototype, create sound, story and visuals for your game, balance your time-action curve and playtest it again.

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NEXT STEP

If you have a game with both curve types, continue with the "MEDITATIVE PRODUCTION" set

otherwise

take the "POST-GAME" set.

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