

MEDITATIVE STATE

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

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



MEDITATIVE PRODUCTION

- 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 the Game Dev narrated time / action curve. (i.e. Cutscenes, scripted events, forced gameplay actions)



MEDITATIVE PRODUCTION

MOODBOARDS

Create mood boards of your game.

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

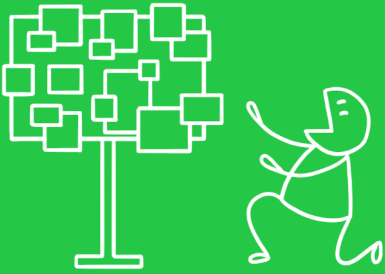
Flip the card to find some advices on mood boards.

Pick at least 2 cards.



MEDITATIVE PRODUCTION

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



MEDITATIVE PRODUCTION

Focus on 2-5 colors for your game. Avoid strong colorful stimulation.



MEDITATIVE PRODUCTION

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



MEDITATIVE PRODUCTION

Create an early mood board for a relaxing sound.



MEDITATIVE PRODUCTION

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.



MEDITATIVE PRODUCTION

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 PRODUCTION

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



MEDITATIVE PRODUCTION

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



MEDITATIVE PRODUCTION

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 PRODUCTION

1.

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



MEDITATIVE PRODUCTION

2.

Fill this chart with information about your game.

Note also potential stress factors in your game and possible solutions to avoid them.



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3.

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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