

CURVE

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

Draw an time-action curve of your gameplay.

Pick 2 cards and answer the questions.



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



Did you or did your target audience create a "flowy" experience by yourselves?



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



How would you / does your target audience draw this curve?



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



MEDITATIVE PRODUCTION

MEDITATIVE PRODUCTION

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, balance your time action curve and playtest it again.



CHECKLIST

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



NEXT STEP

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

otherwise

Take the "POST-PRODUCTION" set.



MEDITATIVE PRODUCTION

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