

## IMPROVE IDEA

The next step is to focus on the essence of your idea. Answer all questions on the following cards to improve your prototype.



PRE-PRODUCTION

What is the core mechanic of the game?  
(Jumping, Shooting, Interaction, Crafting...)



PRE-PRODUCTION

What is the core experience you want to communicate? Try to find only one word for it.



PRE-PRODUCTION

How does the experience fit the core mechanic? If it doesn't fit, ask yourself what changes you have to perform to get this symbiosis between: mechanic and wished experience.

PRE-PRODUCTION

Who is the target audience for this experience / game?



PRE-PRODUCTION

What is the best target device for this experience?



PRE-PRODUCTION

## MEDITATIVE VS. INTERVAL

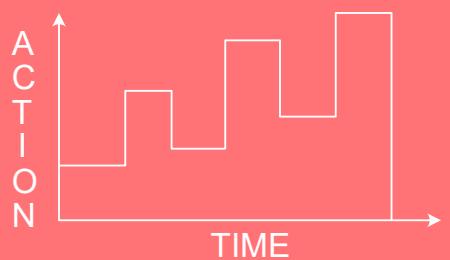
Take pen & paper and draw a Time / Action coordinate.

Now draw a curve which represents the gameplay of your prototype.

Following cards contain different types of curves. Find the most one similar to yours and note its property.

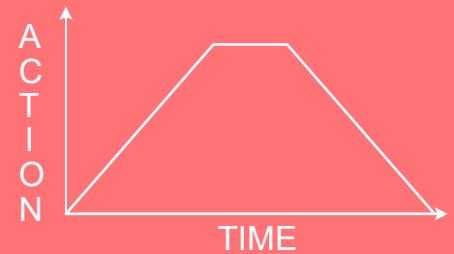
PRE-PRODUCTION

INTERVAL - 01



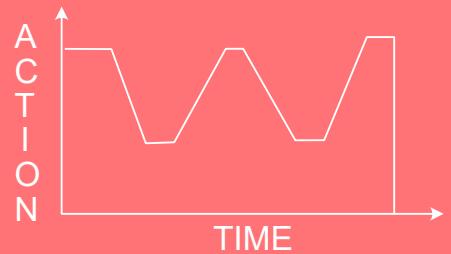
PRE-PRODUCTION

INTERVAL - 02



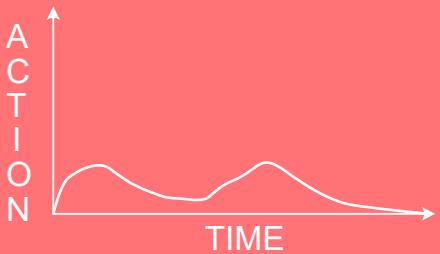
PRE-PRODUCTION

INTERVAL - 03



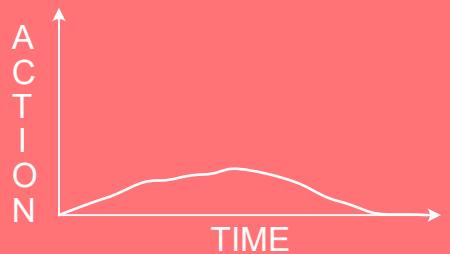
PRE-PRODUCTION

MEDITATIVE - 01



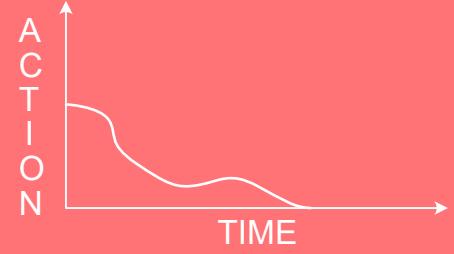
PRE-PRODUCTION

MEDITATIVE - 02



PRE-PRODUCTION

MEDITATIVE - 03



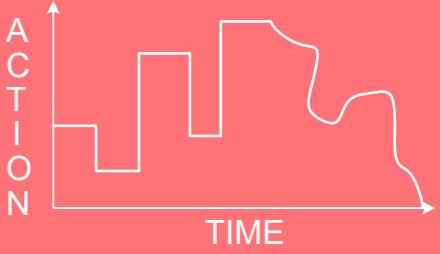
PRE-PRODUCTION

MEDITATIVE +  
INTERVAL  
01



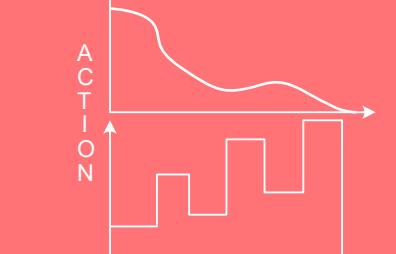
PRE-PRODUCTION

MEDITATIVE +  
INTERVAL  
02



PRE-PRODUCTION

MEDITATIVE +  
INTERVAL  
03



PRE-PRODUCTION