

2 GAME STATES

There are two states in a game with an interval curve. Action & Relaxation.

Read all following cards to understand these states.

INTERVAL PRODUCTION

Relaxation state

The players know they're safe, the color palette and sounds are calming, the story reduces drama and action, the core game mechanic reduces or changes, players experience relaxation and have time to take a break.

INTERVAL PRODUCTION

Action state

The players experience action, the play in the game increases intensity, music pushes the players faster, core game mechanic is activated, story gets dramatic, players tense their bodies and minds.

INTERVAL PRODUCTION

The action state is a state where players get activated through game mechanic, story, sound, visuals etc.

The action curve in an action state should progressively increase, and stay at its peak for a certain amount of time before it decreases again.

The skill level of the players has to be in proportion to the challenge of the game to create an enjoyable game experience.

INTERVAL PRODUCTION

Possible methods to increase the action

- Place more enemies / hazards
- Set a timer
- Give the players a handicap
- Build up the drama with sound / visuals / story...
- Combination of the options above.

INTERVAL PRODUCTION

MOODBOARDS

Create mood boards of your game.

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

The following cards contain some advice for the mood boards.

Pick at least 1 card.

OO
INTERVAL PRODUCTION

Create 3 mood board types: The first one for the overall look and feel, the second one shows the game in an action state, the third mood board shows the game in a relaxing state.

OO
INTERVAL PRODUCTION

Focus on 2-5 main color types for your game. Assign those colors to the action and relaxation state.

OO
INTERVAL PRODUCTION

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

OO
INTERVAL PRODUCTION

DIGITAL PROTOTYPE

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

Following cards contain suggestions on this topic.

Use all cards.

▲▲▲
INTERVAL PRODUCTION

Create your first prototype with simple shapes and sprites in simple colors as placeholders. Your first goal is to have a playable prototype as quick as possible.

▲▲▲
INTERVAL PRODUCTION

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

▲▲▲
INTERVAL PRODUCTION

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

▲▲▲
INTERVAL PRODUCTION