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.

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MEDITATIVE

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

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MEDITATIVE

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

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MEDITATIVE

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

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MEDITATIVE

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

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MEDITATIVE

What in your game did cause stress for your playtesters?

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MEDITATIVE

MEDITATIVE

MEDITATIVE

ITERATE

Continue your prototype and iterate as often as possible to achive 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.

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MEDITATIVE

CHECKLIST

☐ *I / We created Moodboards*

☐ *I / We created a digital prototype*

☐ *I / We created a beat chart*

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MEDITATIVE

NEXT STEP

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

otherwise

Take the "Post-Production" set.

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