OTHERS

The following cards contain general methods, tips or advice for the production of your game.

You can pick a card whenever you like.

OTHERS

Don't be afraid to use references for your game.
Take a good look at the visual presentation, story, and rhythm of both relaxing and action interval examples.

OTHERS

Choose your device carefully, some games suit certain devices better than others.

OTHERS

Everybody gets stuck once in a while during game production. Take a couple of steps back and focus on the main experience you want to create before you make any new decisions.

OTHERS

Write summaries of things which are working great during your production. This pool of knowledge will help you on your next game.

OTHERS

Creating successful games is a fragile process which requires luck.

OTHERS

Try to stay relaxed during the production of the game.

OTHERS

The best way to become a better game developer is to create as many games as possible and to analyze the process.

OTHERS

TEAMS

The following cards contain general methods, tips or advice for team building, organization and teams.

Read all cards.

TEAMS

It's good practice to find a team before brainstorming your first ideas. Everyone who feels involved is more motivated.

TEAMS

It can be hard convincing people to work on an already existing game idea or prototype but you can decide better what people you need for the project.

TEAMS

Try to work with people which share the same vision of your game. It is okay to have different opinions in executing them but it is important to focus on the same main goal of your project.

TEAMS

Keep the size of your team as small as possible and as big as necessary. It can be difficult to manage a big team.

TEAMS

If you have a disagreement in your team regarding a design decision: try all options out in a smaller scale and playtest it with other people.

TEAMS

Make as early as possible contracts regarding the rights and payment.

TEAMS

Say "Sorry" and "Thanks" once in a while. Usually everybody tries to avoid mistakes and wants to be appreciated for their work.

TEAMS