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

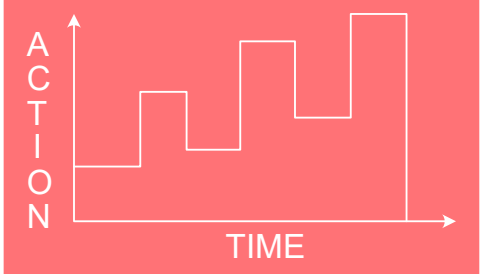
Take pen & paper and draw a Time / Action coordinate.

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.

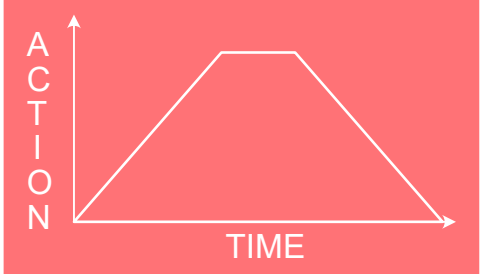
☾☾☾☾☾☾
PRE-PRODUCTION

INTERVAL - 01



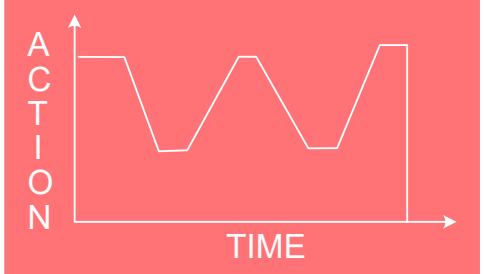
☾☾☾☾☾☾
PRE-PRODUCTION

INTERVAL - 02



☾☾☾☾☾☾
PRE-PRODUCTION

INTERVAL - 03



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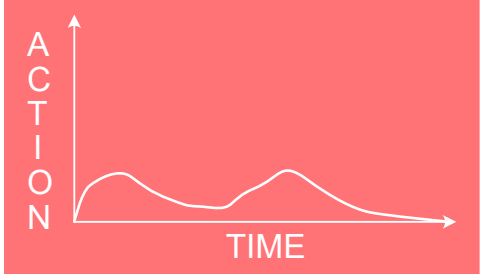
PRE-PRODUCTION

MEDITATIVE - 01



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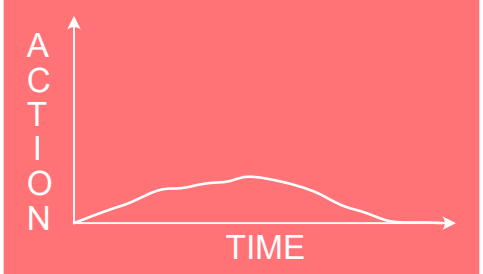
PRE-PRODUCTION

MEDITATIVE - 02



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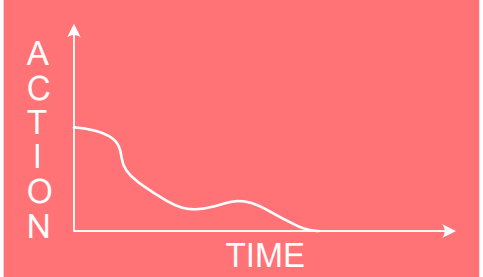
PRE-PRODUCTION

MEDITATIVE - 03



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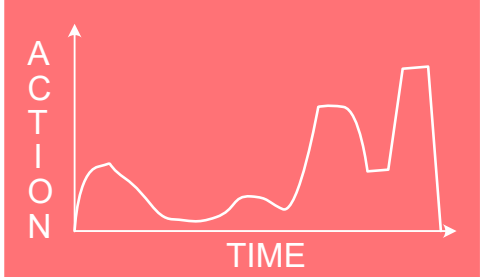
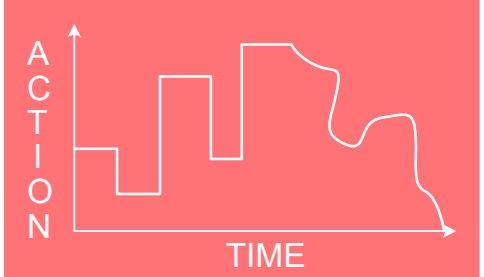
PRE-PRODUCTION

MEDITATIVE + INTERVAL 01



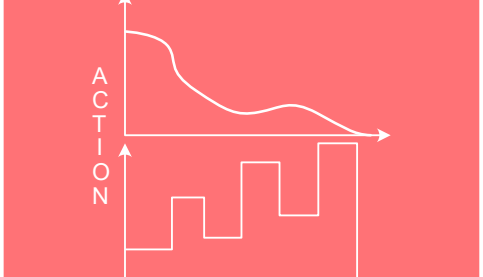
☾☾☾☾☾☾
PRE-PRODUCTION

MEDITATIVE + INTERVAL 02



☾☾☾☾☾☾
PRE-PRODUCTION

MEDITATIVE + INTERVAL 03



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PRE-PRODUCTION