BEAT CHART

Create a beat chart of your game.

A beat chart is a document which includes all the information about the things that happen in one level.

Following cards contain instructions to create a beat chart. Use all cards.

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Create a chart with the important topics of your game such as:

- State (action / relaxation)
- Level (Level-02)
- Events in the level (AI talks to Pl.)
- What happens story-wise
- In-game time (At morning)
- Estimated playtime (20min)
- Music (Track X)
- Wished experience (Relaxes)
- Color palette (Green / Blue)
- Mechanics (Pl. learns jumping)
- Rewards / Punishment
- Enemies (Boss enemy 02)

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Fill this chart with information of your game and try to create a balance between action and relaxation state. Offer the players the same amount of time for both states. (i.e. Action State ≈ 10min Relaxation State Action State ≈ 8min)

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③

The beat chart is your guide. It helps you to keep track of the game progress and to make better decisions.
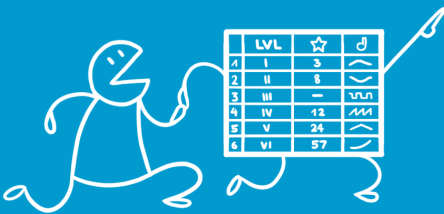
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ITERATE

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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CHECKLIST

☐ I / We created Moodboards for the different states

☐ I / We created a digital prototype

☐ I / We created a beat chart

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NEXT STEP

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

otherwise

Take the "POST-PRODUCTION" set.

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