LEAVING THE GAME

Try to relax the players after a play session.

Following cards contain methods to this topic.

Pick 1 card.

POST-PRODUCTION

Design saving and save spots in your game, as relaxing as possible.

POST-PRODUCTION

Let the players leave with a positive feeling of achievement.

POST-PRODUCTION

Communicate positively with the players or their character before they leave.

POST-PRODUCTION

AFTER THE GAME

Creating a relaxing experience after the game can be quite challenging.

Following cards contain methods to achieve this experience.

Pick 1 card.

POST-PRODUCTION

Try to implement a relaxing method or an experience in your game which players can use in real life (For instance the in game character overcomes stressful situation by breathing calmly)

POST-PRODUCTION

Provide your players with fun memories of your game which bring them joy after playing your game. (i.e. funny situations, cool actions, relaxing places)

POST-PRODUCTION

Create a welcoming community which player may exchange their game experience.

POST-PRODUCTION

BEFORE CONTINUING

After the game is before the game.

Following cards contain ideas on how to relax the players before they continue the game.

Pick 1 card

POST-PRODUCTION

Give the players a summary of their progress.

POST-PRODUCTION

Give your players a warm welcome and let them continue in a safe zone.

POST-PRODUCTION

Don't overwhelm them with informations immediately after starting the game.

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