

## 2 GAME STATES

There are two states in a game with an interval curve. Action & Relaxation.

Read all following cards to understand these states.

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### Action state

The players experience action, the play in the game increases intensity, music pushes the players faster, core game mechanic is activated, story gets dramatic, players tense their bodies and minds.

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The action state is a state where players get activated through game mechanic, story, sound, visuals etc.

The action curve in an action state should progressively increase, and stay at its peak for a certain amount of time before it decreases again.

The skill level of the players has to be in proportion to the challenge of the game to create an enjoyable game experience.

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Possible methods to increase the action

- Place more enemies / hazards
- Set a timer
- Give the players a handicap
- Build up the drama with sound / visuals / story...
- Combination of the options above.

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### Relaxation state

The players know they're safe, the color palette and sounds are calming, the story reduces drama and action, the core game mechanic reduces or changes, players experience relaxation and have time to take a break.

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The relaxation state is the condition in which players have a moment to rest because of a change to the pace of the story, sound, visuals etc. It's contrary to the action state.

The relaxation state can offer either a break from the action state and / or give the players the opportunity to prepare for the next action state.

Let the players decide when they want to enter the next action state.

The relaxation state should offer time to reflect on their experience, a timeless and punishment free save space, a moment to explore and enjoy.

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Possible methods to increase relaxation

- Play relaxing music
- Build humor in your story
- Change the color palette to friendly colors
- Let the players have a break from the main mechanic
- Open and big rooms

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Game Devs have to alternate and balance between these two states to intensify the game experience. Players relax through each relaxation state more.

Interval curves can look differently for each game but they usually all intensify through the whole game.

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## MOODBOARDS

Create mood boards of your game.

Catch the essence of the experience in a couple of pictures.

The following cards contain some advice for the mood boards.

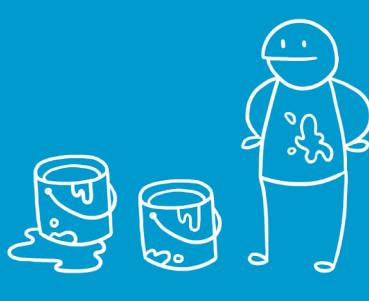
Pick at least 1 card.

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Create 3 mood board types: The first one for the overall look and feel, the second one shows the game in an action state, the third mood board shows the game in a relaxing state.

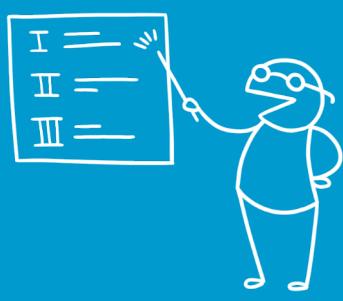
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Focus on 2-5 main color types for your game. Assign those colors to the action and relaxation state.



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Note rules which you respect throughout the design process such as shapes, light, camera view etc.



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## DIGITAL PROTOTYPE

If you're creating a digital game, make a simple box prototype of your current game idea.

Following cards contain suggestions on this topic.

Use all cards.

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Create your first prototype with simple shapes and sprites in simple colors as placeholders. Your first goal is to have a playable prototype as quick as possible.



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Don't worry if your code is not optimized at the moment, you can improve it later on.



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If the project is big, break it down in sections to get faster results.



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