

OTHERS

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

You can pick a card whenever you like.



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.



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



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



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 main goal of your project.



Try to stay relaxed during the production of the game.



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.



MULTIPLAYER

Creating a multiplayer game can be challenging.

Use all cards if you're creating a multiplayer game / section in your game.



Players can act unpredictable in games. This might disturb the experience you try to communicate. Find methods to keep the players in check.



Toxic players can destroy the overall joy of your game. Manage your community as early as possible to create a warm and welcoming culture.



Co-op games are more advantageous for friendly experiences than competitive games.

