

GAME IDEA

Start by brainstorming multiple game ideas.

Following cards contain methods for generating ideas.

Pick 1 card.

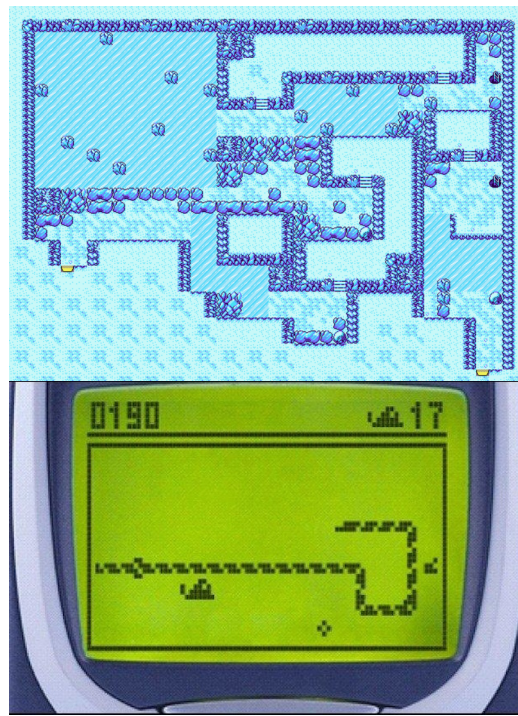


PRE-PRODUCTION

Combine 2 or 3 games with different mechanics.



PRE-PRODUCTION



EXPERIENCE

Write down keywords to all the things the player should experience in your game.

Complete the sentences of at least 2 of the following cards



PRE-PRODUCTION

„The players should experience....“



PRE-PRODUCTION

Find the intended experience through exclusion „The players should NOT experience...“



PRE-PRODUCTION

The players should experience relaxation, meditation, Zen Garden, happiness

The players should not experience time pressure, stress, anxiety, scary moments

PROTOTYPE

Time to create your prototype.

Get a pen, paper, dice and try to create your game on an abstract level.

Play your prototype multiple times. Following cards contain ideas on how to improve the mechanic.

Pick 2 cards



PRE-PRODUCTION

Get some inspiration from other games with similar mechanics.



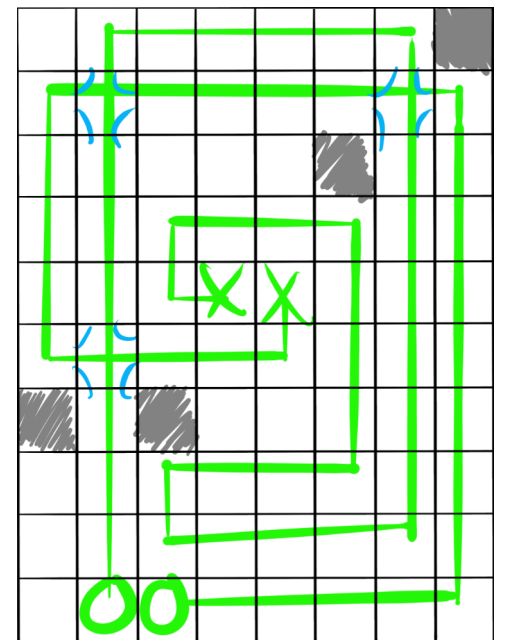
PRE-PRODUCTION

Playtest as early and often as you can with other people. Ideally with your target audience.

Note their feedback.



PRE-PRODUCTION



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

Core mechanic:

Solving puzzles through movement.

Example continues on the page 2

What is the core experience you want to communicate? Try to find only one word for it.



★★★★★
PRE-PRODUCTION

Core Experience:

Relaxation


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

The Zen garden acts as a place to relax. The movement is like taking a walk in the Zen Garden.

The symbiosis is there.

Who is the target audience for this experience / game?



★★★★★
PRE-PRODUCTION

Target Audience:

Puzzle players.

What is the best target device for this experience?

★★★★★
PRE-PRODUCTION

Target Device:

Handheld, iPad

MEDITATIVE VS. INTERVAL

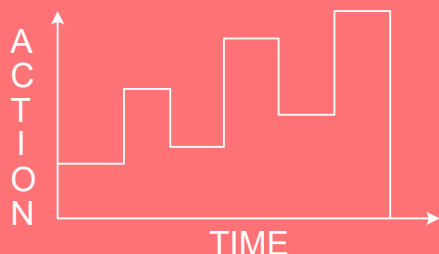
Take pen & paper and draw a Time / Action coordinate.

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

KNOW YOUR CLIENTS

It's time to make some marketing research.

The purpose of the research is to get to know your target audience, get inspired by other games and to find the right strategy to present your game.

The following cards present some general advice to this topic. Use all cards.

(((PRE-PRODUCTION

Create a spreadsheet of all similar games you can find. Note things like, genre, download statistics, console, curve-type, price, user commentary, web presence, color palette and other things which are important for your game.


(((PRE-PRODUCTION

Meet your target audience, and talk with them about your game. Get inspired by their ideas and input.

Playtest with them your prototype.

(((PRE-PRODUCTION

Refine your prototype with the new-found Information.



(((PRE-PRODUCTION

Roll a D20 die.

Note X selling points of your game where X is the amount of your die.

Choose the most popular unique selling point.



(((PRE-PRODUCTION

NEXT STEP

Continue with the next set of cards based on your Time-Action curve.

If you have a game with an interval curve, use the interval card set, otherwise use the meditative card set.

If your game has both curves, use both sets.

◆◆◆◆◆ PRE-PRODUCTION

2 GAME STATES

Games with an interval curve name two states: Action and Relaxation

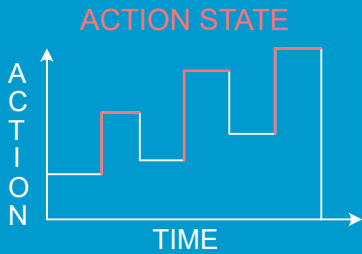
Read all following cards to understand these states.



INTERVAL PRODUCTION

Action state

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



INTERVAL PRODUCTION

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.



INTERVAL PRODUCTION

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



INTERVAL PRODUCTION

Relaxation state

The players know they are 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.



INTERVAL PRODUCTION

The relaxation state is the state 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.



INTERVAL PRODUCTION

- 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/spaces



INTERVAL PRODUCTION

Game Devs have to alternate and balance between these two states to intensify the game experience. Find in your references the two states to get inspired.

Interval curves can look differently for each game but they usually all intensify during the course of a game.



INTERVAL PRODUCTION

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.



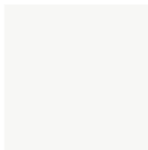
INTERVAL PRODUCTION

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



INTERVAL PRODUCTION

OmoTomO Farbpalette



R: 247
G: 247
B: 245



R: 182
G: 21
B: 3



R: 92
G: 145
B: 118



R: 168
G: 67
B: 4



R: 66
G: 66
B: 66

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.



INTERVAL PRODUCTION

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



INTERVAL PRODUCTION

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

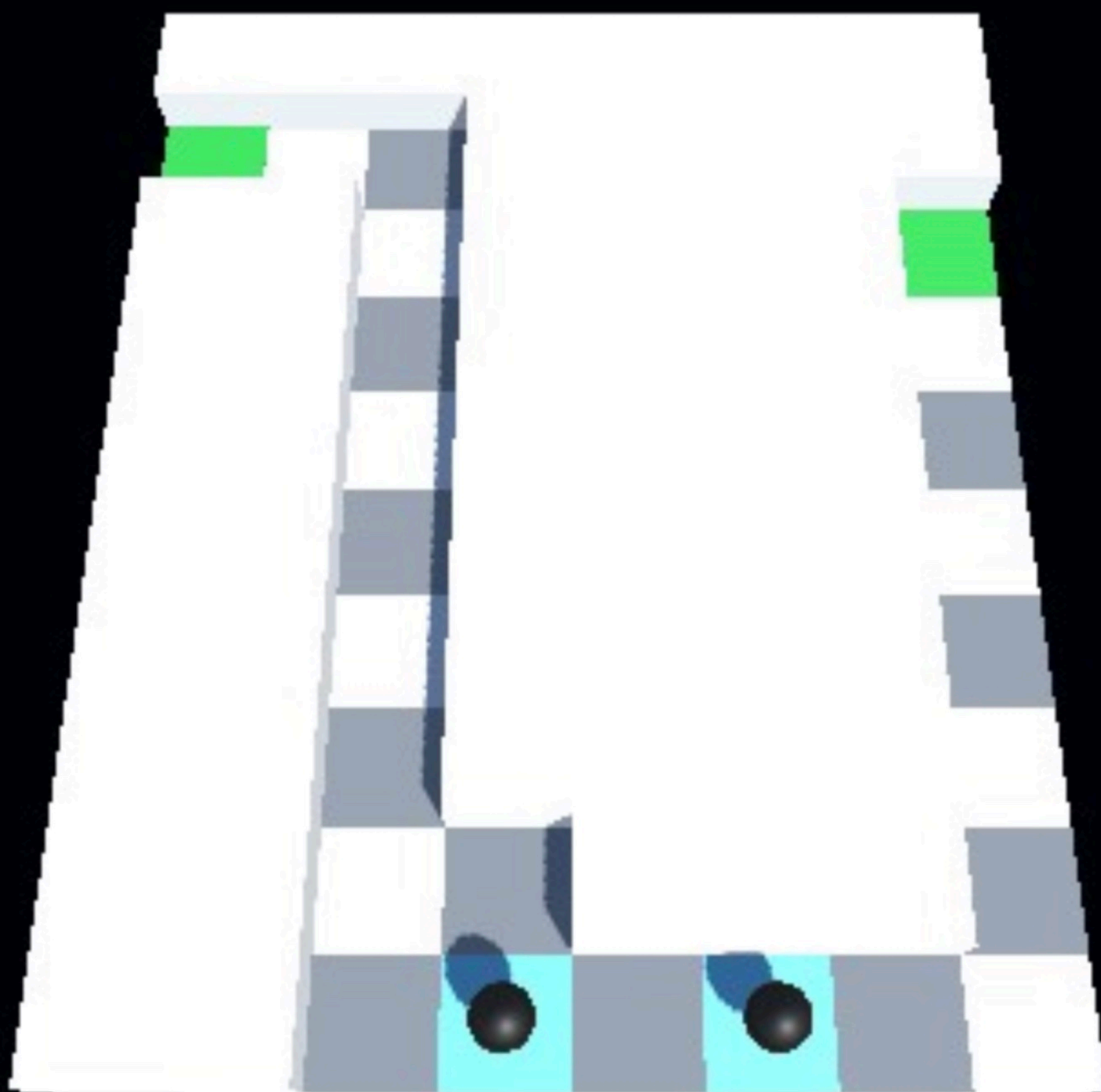


INTERVAL PRODUCTION

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



INTERVAL PRODUCTION



Restart

FPS: 45

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.



INTERVAL PRODUCTION

1.

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)
- Wanted experience (Relaxes)
- Color palette (Green / Blue)
- Mechanics (Pl. learns jumping)
- Rewards / Punishment
- Enemies (Boss enemy 02)



INTERVAL PRODUCTION

2.

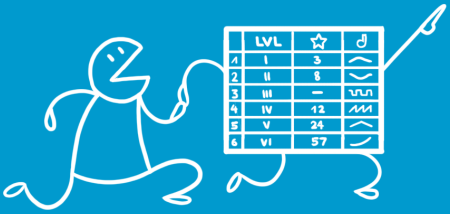
Fill this chart with information of your game and try to create a balance between action and relaxation state. Offer the players the same amount of time for both states. (i.e. Action State \approx 10min Relaxation State Action State \approx 8min)



INTERVAL PRODUCTION

3.

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



INTERVAL PRODUCTION

Level	Story	Setting	Mechanic	Playtime	Curve	Track
1-6	Introduction OmoTomO	Early spring.	Player learns core mechanic	5min	rising	1
7-10	X	X		20min	Rising	X
11	OmoTomO has grown in Spring season	Spring	Intro. Stop Fields	5min	Falling after Lv.10	2
12-20	X	X	X	20min	Rising after lv.12	X
21	OmoTomO summer, keeps on growing	Summer	Intro House Field	5min	Falling after lv.20	3
22-30	X	X	X	30min	Rising after 21	X
31	OmoTomO has grown in Fall. Dramatic bad weather.	Fall	Intro. Teleport hole	5min	Falling after 30	4
32-40	X	X	X	30min	Rising after 32	X
41	Lv 40 OmoTomO is in winter, has no leafs. It is cold.	Winter	Intro Wish field	10min	Falling after 40	5
42-50	Lv50 OmoTomO is fully grown and beautiful.			50min	Rising high and keeping tension after 41	

ITERATE

Continue your prototype and iterate as often as possible to achieve your optimal game experience.

Replace the boxes in your prototype, create sound, story and visuals for your game, balance your time-action curve and playtest it again.



INTERVAL PRODUCTION

NEXT STEP

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

otherwise

take the "POST-GAME" set.



INTERVAL PRODUCTION



LEAVING THE GAME

Try to relax the players after a play session.

Following cards contain methods to this topic.

Pick 1 card.



POST-GAME

Let the players leave with a positive feeling of achievement.



POST-GAME

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-GAME

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-GAME

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-GAME

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



POST-GAME

THE ENDING

Some players feel sad at the end of your game. Especially if you have good written story with great characters.

Following cards contain tips on how to help the players through this time.

Pick 1 card



POST-GAME

Give the players full control over taking the leave. Don't force the ending on them if they're not ready.



POST-GAME

RELEASE

It's time to release your game!

Use all following cards to get the last pieces of advice.



POST-PRODUCTION

Choose a creative name for your game. Make sure to look up if the name is not already taken.



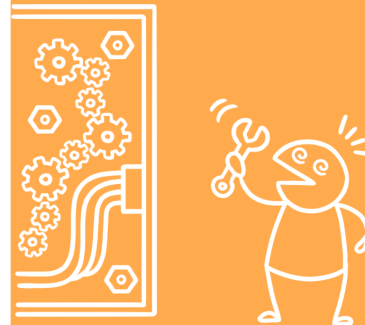
POST-PRODUCTION

Create a sales pitch by using the intended experience of your game.



POST-PRODUCTION

Be careful about releasing your game on multiple platforms. Multiple releases means higher maintenance for your community.



POST-PRODUCTION

Don't forget to provide your community with a bug-fixing service for your game.

They will be thankful for it.



POST-PRODUCTION

Some players will love your game, some will hate it with a burning passion. Try to develop a thick skin and take each critique serious to become better as a developer.



POST-PRODUCTION

A while after releasing your game take some time off and analyze your process.



POST-PRODUCTION

Choose the releasedate carefully. You don't want to release your game at the same time as tripple-A studios



POST-PRODUCTION



About OmoTomO

OmoTomO is an innovative single and multiplayer puzzle game taking place in a zen garden, where you help two thirsty treelike creatures by navigating them towards the water. This game not only provides a relaxing experience with a zen garden environment, but also challenges players with a variety of puzzles, whilst experiencing the growth of the OmoTomO creature. OmoTomO is suited for new and experienced puzzle players, with its steadily rising difficulty.

OmoTomO was funded by the Swiss Art council [Pro Helvetia](#) in 2018, produced at the [University of Arts in Zurich \(ZHdK\)](#) and published by [ForeverEntertainment](#) / [TA-Publishing](#)
Release of early Beta of the Game: August 30, 2019 (iOS, Android and Computer)

Release OmoTomO - Zen Edition : January 23, 2020 (Nintendo Switch)



Team

The current team contains six members:

Malik Benabdallah

Malik obtained his Game Design bachelor diploma in 2018 and is currently studying a masters in Game Design at ZHdK (Zürcher Hochschule der Künste).
OmoTomO was his bachelor project in 2018.
He creates puzzles, designs levels, writes code and helps out with the art in OmoTomO.

Alex Martin

Alex also studied Game Design at ZHdK and graduated in 2019. She is responsible for game visuals, such as 2D art and creating 3D models.

Laslo Vetter

Laslo got his Game Design diploma in 2016.
He produces 3D models and art for OmoTomO.

Factsheet

Developers:

Malik Benabdallah - Game Designer
Alex Martin - Game Designer
Laslo Vetter - Game Designer
Leander Schneeberger - Game Designer
Benjamin Gilli - Game Designer
Luca Fäh - Musician

Forever Entertainment SA

Executive Producer
Zbigniew Debicki

Producer
Adam Marciniuk

Programming Nintendo Switch TM
Mateusz Gawin

2D Graphics
Marcin Adamski

Leander Schneeberger

Leander studied Game Design at ZHdK and graduated in 2019. He is a programmer and created essential code for OmoTomO.

3D Graphics

Marcin Jaszczyk

Marcin Adamski

Benjamin Gilli

Benjamin graduated in Game Design at ZHdK in the year of 2019. Benjamin joined the OmoTomO team to produce 2D visuals.

Testing

Marcin Miezan

Social Media

Kamila Debicka

Monika Ginter

Luca Fäh

Luca produced music tracks for OmoTomO. He is a music composer student at ZHdK.

Features

Game Mechanic:

A puzzle game with innovative game mechanics that challenges even the most experienced players.

Multiplayersupport:

OmoTomO can be played alone or with a second player.

Easy Controls:

This game is suited for all ages.

Language-Independent:

OmoTomO communicates with the player only through animations, sounds and user interface.

Swiss Made:

Made by Swiss Developers.

Amazing Soundtrack:

Relaxing Japanese music.

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