

Pillars

Cooperation



Engaging puzzles



Communication
(between players
but also between
players and the
game)



Core experience

Relatedness

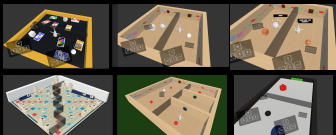
Brain activation

Between player
connection

with other
games
included in the
game

while
doing
puzzles

during
gameplay



Features

- Multiplayer puzzle gameplay
- Shared controller
- Level progression
- Unlockable mini-games
- Pickable and customisable objects
- Dialogues

User Stories

Start:

As players, we want to press start, so that we can smoothly begin our journey.

Preparation:

As players, we want to understand the shared controllers, so that we can navigate the characters simultaneously.

Core:

As players, we want to have an opportunity to work together, so that we can influence our relation.

Adaptive actions:

As players, we want to restart the level, so that we can retry if we messed up.

Match summary:

As players, we want to crack the puzzles, so that we can feel shared accomplishment.

End:

As players, we want to replay the game with others, so that we can explore various types of communication.

Priorities

Smooth
pick-up
mechanic

Quickly
understandable
puzzles

Encouraged
cooperation

Freedom of
actions and
individual
experience

Intrinsic motivators

(created by game and mechanics)

Task
completion

Level
progression

Possibility of
exploration

Intrinsic motivators

(created by players)

Another
player's
irritation

Another player's
gratification

Another
player's
reaction

General idea of motivation in the game

Well, due to the main focus of the “Build a toy” class, our team aims to follow the “toy” criteria as much as we can. Therefore, most of the things we have in the project, are there just for fun, joy and pleasure experience. The game doesn't have any, for example, coins or stars for good or fast level completing. And there are no any negative outcome of any actions.

Due to that reason, our main work, concentrates on creating tasks, puzzles, animations, etc., that will create intrinsic motivation in players' minds. Something that will make them interested in the game and motivate them to continue playing, cause it brings fun and joy.

However, since it is a multiplayer games, the two players also create their own intrinsic motivation for each other. They can influence each other's experience and the way they behave. Although, it is worth mentioning that level design, tasks and other game components created by our team, also play an important part here, since every level has its own idea of how players are supposed to communicate to proceed further.