

# ARNAUD THEISS - GAME DESIGN PORTFOLIO

## CURRENT PROJECT

### Untitled game - 2023

- Vertical slice 5-15min - *in progress*
- Doing everything myself
- Unity, Playmaker
- 2D Linear side scroller



*current state of development*

### Design Process

1. INITIAL GOAL: Quickly ship a game made entirely by myself.
2. It started as a Flappy Bird copy but set in water.
3. I realized that it would be pointless for me to just ship a copy, so I infused it with some personality.
4. NEW GOAL: Ship a short vertical slice along with a fully laid-out game concept.
5. After many iterations and experimenting with various features, I realized the need for a clear framework. I needed a central **message to convey**: I went for “*experiencing the hope that living beings can share the same settings in some kind of harmony, along with a sense of unnoticedness and powerlessness. Eventually, bring it all back to show the player that with action, it eventually becomes possible.*”
6. I then created an emotion map that matched events and levels in the game. I selected the part I would use in my vertical slice, which, once released, would accumulate feedback to help me decide whether to invest more time in it, while I focused on my next game idea.
7. I then cut many features that didn't support the hook: player death, player character trail (Journey's scarf like), most of the HUD, oxygen system, and scoring system.
8. I kept and doubled down on the core elements: world building, the story, immersion and emotional setting, game genre transition, the feeling of the environment being alive, and the shifting of emotions.

## GAME JAMS



**Lowrez Jam**  
2016

*Mosltly worked on Design, Art  
and Animations*

<https://chamosqui.netlify.app/>



**Creative Jam**  
2015 - 48h

*Mosltly worked on Design, Art  
and Animations*

<https://onap.netlify.app/>



**Ludus Global Game Jam 2015**  
- 48h

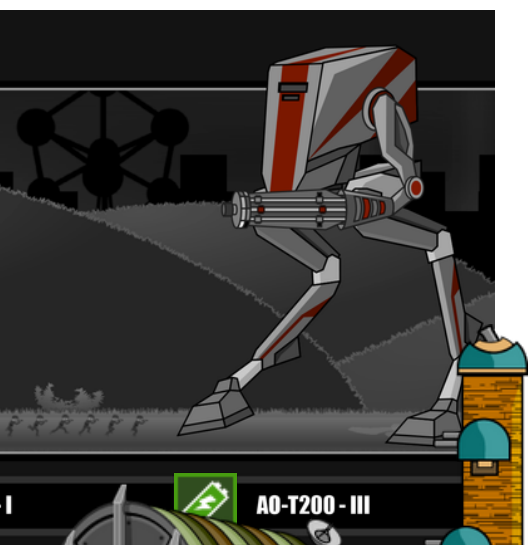
*Mosltly worked on Design, Art  
and Animations*

<https://village-cool-guys.netlify.app/>

## UNRELEASED WORK

### Mechabot - 2015

Mosltly worked on Design, Art and Animations



### Labyr - 2017

Mosltly worked on Design, Art and Hud

