

ARNAUD THEISS - GAME DESIGN PORTFOLIO

A FLAPPY JOURNEY

-> [play now](#)

Prototype - 2025

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



<https://iradit.itch.io/a-flappy-journey>

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

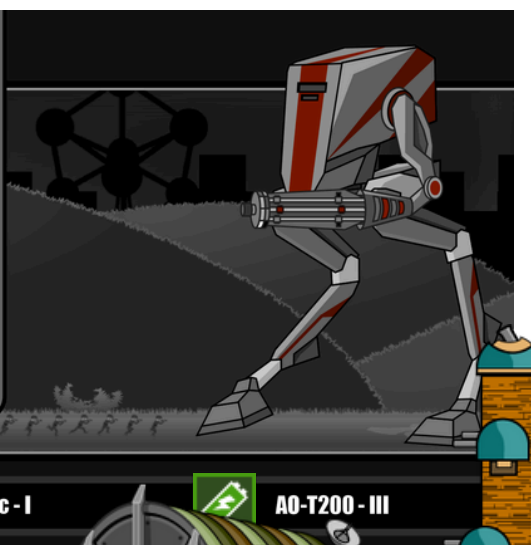
Mosltly worked on Design, Art and Animations

<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

