LeapDoctor

Untitled Puzzle Game

3.31.17 – 3D Architecture Style

**Big Picture**

- create an excellent, fun, appealing, visually stunning mobile game

- respect the player

- focus on intelligent game play

- challenge the player

- reward the player for using her/his brain to overcome obstacles

- reward thinking “outside the box”

Audience

- Ages 12 and up

- Make the visuals and game play appealing to both 40-year-olds and 15- year-olds

- Marketing?

Art

- stunning, creative, artistic, unique

- appealing, draw the player in, spark curiosity

- convey the “language” of the puzzle mechanics, player understands goals based on visuals

- consistent themes throughout

- signal rewards with visuals

- not distracting but not boring

Design

- intuitive, player understands how to play quickly

- teach the player new mechanics

- promote/reward clever thinking

- challenge the player

- scale the difficulty

- don’t block progress

- keep the player interested, longevity of the game

- never be unfair

- blow their bind with new, unique ideas

**Pre-Production**

Art

1. 3D objects (architecture pieces)

2. Overall color palette

3. UI/Text

4. Logo/Title screen/App thumbnail

5. Navigating amongst nodes

6. Animation

- Button clicks

- Hints

- Puzzle completed

- 3D objects (cube unwrap or similar, connecting pieces, etc)

- Objects destroyed (on clear)

- Level completion

- Level transition

Design/Programming

1. All mechanics

2. Puzzle order, introduction of mechanics

3. Difficulty scaling

4. Design individual puzzles

5. Programming architecture required to create visuals

6. Saving/Loading data

7. Level loading, level transitions

Sound

1. 3D objects moving

2. music

3. selecting nodes

4. breaking

5. level completion

6. clearing

7. hints

**Production**

Art

1. Build title screen/settings

2. Create logo

3. Create UI, sprites for buttons, icons

4. Create sprite sheets for animations, transitions

5. Thumbnail

Design/Programming

1. Program mechanics (Also test mechanics to be sure fun before building multiple levels)

2. Import art

3. Import sound

4. Program menus/transitions

5. Saving/Loading

Sound

1. Find/create/buy sound

Play-test in-house throughout production

Begin promoting game/building audience

**Post-Production**

1. Play-test with wider audience

2. Debug

3. Redesign levels if necessary

4. Fine-tune controls

5. Advertising

6. Monetization

7. Test data reliability (turning phone off during game etc.)

8. Optimization

9. Test on different platforms