

INTERACTION FLOW VISUALIZATION FOR
KAttack

CONTEXT

Kattack is a Tetris Attack clone for Android. It features pleasing flat design and addictive, classic gameplay.

RULES — What is the structure of the game?

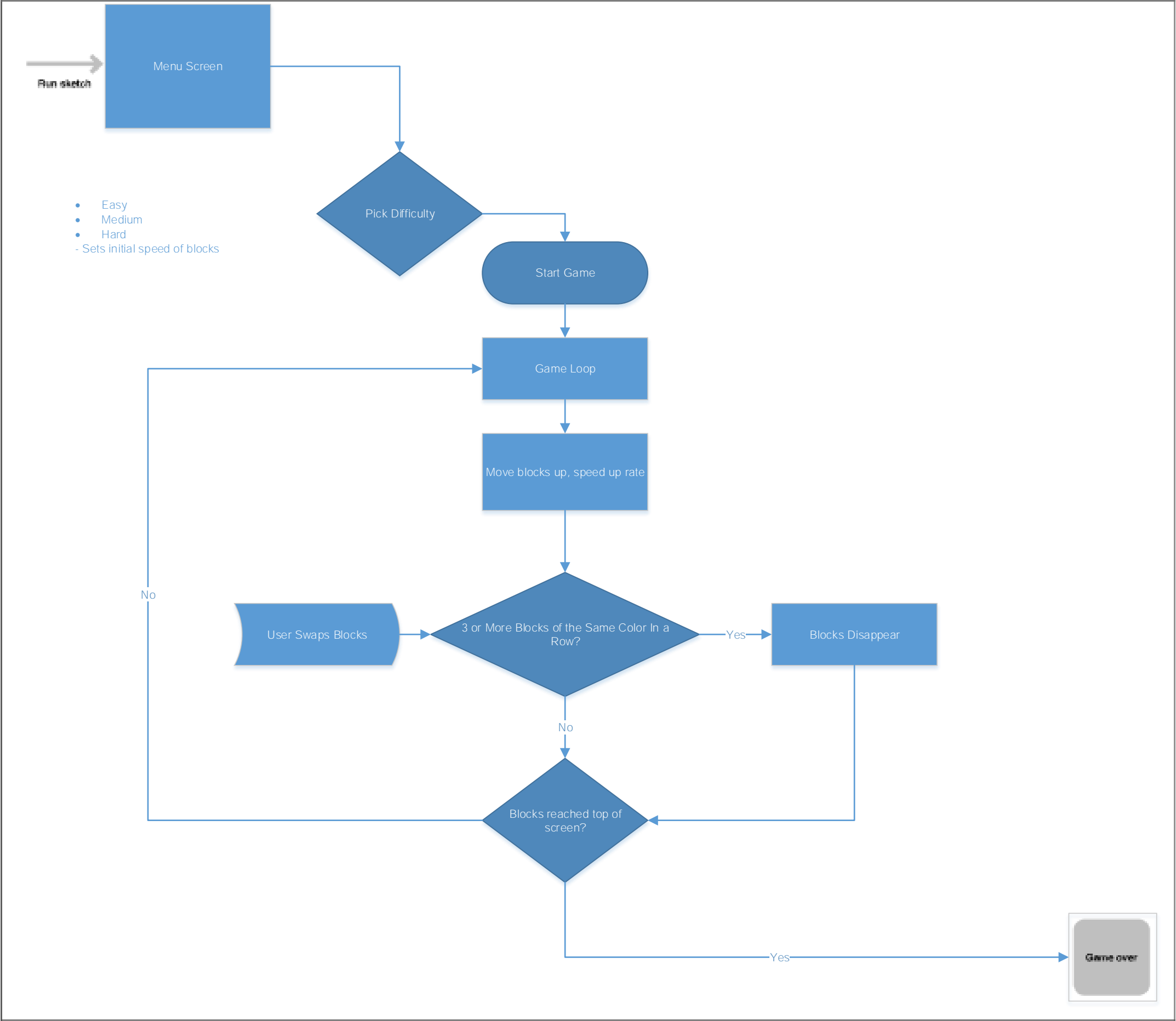
Players can switch two blocks horizontally. If three or more blocks of the same color end up in a row or column, they disappear and the player gets points. The blocks come into play from the bottom of the screen, and if they reach the top, the game is over. Blocks enter the screen faster and faster as difficulty ramps up.

PLAY — Who will play the game, and how?

KAttack is targeted at Android users: I will build the game and package it as an APK.

CULTURE — Why play the game?

KAttack is for those who miss the classic simplicity of old arcade games, and want to take that experience with them on the go.



INTERACTION FLOW VISUALIZATION FOR
>run.

CONTEXT

>run. Is a an endless runner where you play a scientist who’s made a discovery and is running away from his lab.

RULES — What is the structure of the game?

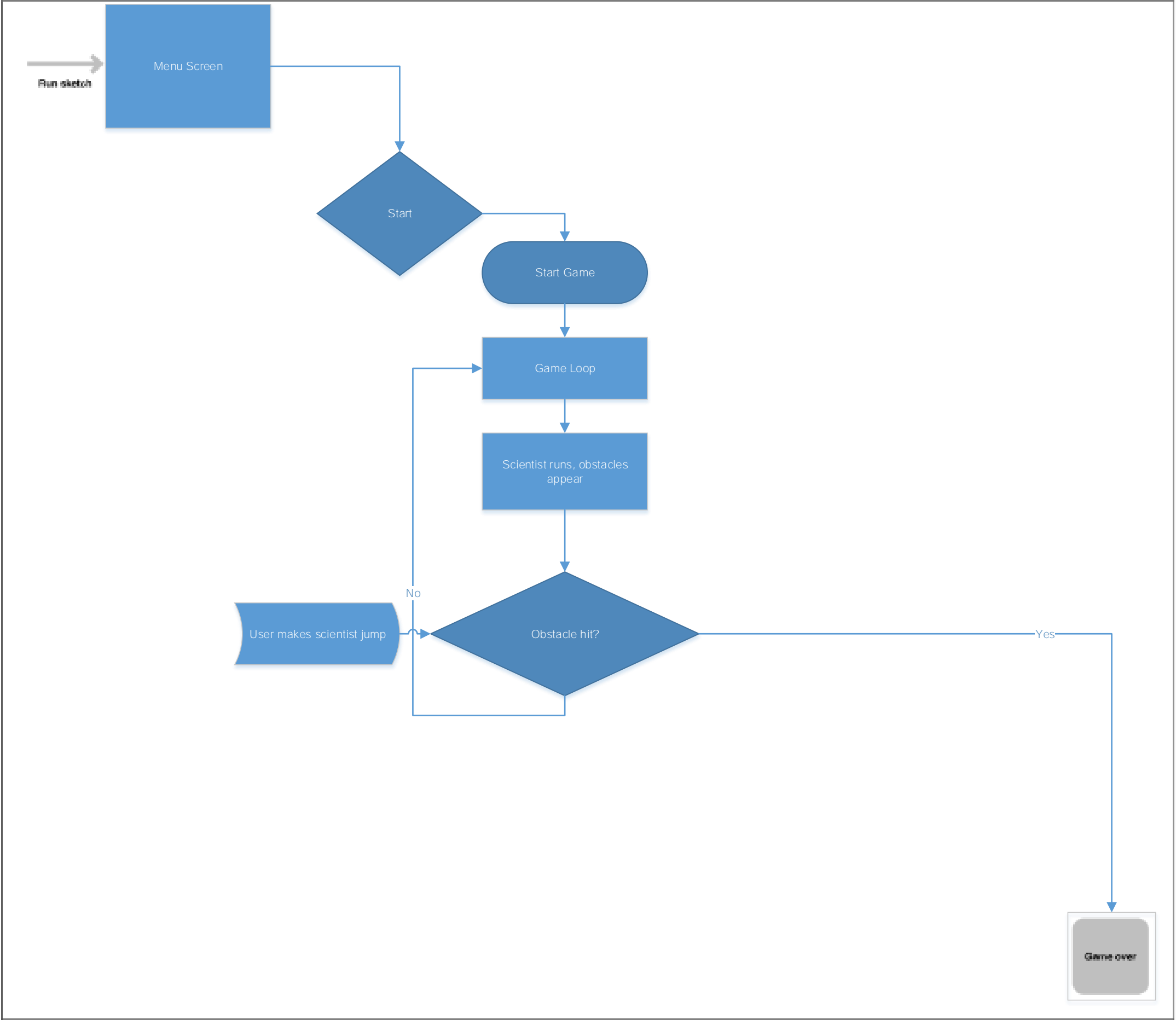
Players can jump to avoid obstacles in the scientists path. If they hit an obstacle, then the game is over.

PLAY — Who will play the game, and how?

>run. is targeted at those that play other endless runners like Temple Run, Flappy Bird, etc. Gameplay is arcade style.

CULTURE — Why play the game?

>run. Is a simple formula that will stand upon high quality execution as its appeal.



INTERACTION FLOW VISUALIZATION FOR
Clouds

CONTEXT
Clouds is an arcade style shooter where you are given 60 seconds and a special gun to shoot as many clouds out of the sky as you can.

RULES — *What is the structure of the game?*
Players aim with their mouse and shoot down clouds by clicking.

PLAY — *Who will play the game, and how?*
Clouds will be online and people who play it will have a computer or laptop with a mouse.

CULTURE — *Why play the game?*
Clouds is for people who need to blow off a little steam.

