

Shatterlight

CHRONICLES

The world is plagued by darkness, you have been given the light to change everything.



PART 1 | INSPIRATION

WHAT GAMES INSPIRE YOU?

Name **three or more games** that you are currently inspired by, and that you feel comfortable replicating to some degree. These can be included in the games provided to you, but can include any others as well! Be sure these games are successful! **Good rule of thumb:** if they have a thousand or more reviews, and a Very Positive score on Steam, you should list them!

Game Name	Why Does This Game Inspire You? Anything Goes!
Cat quest (1.2) Link	Open world RPG. I love the hack n slash nature of the game, the story telling. I do not like the armor and weapons system
Blossom Tales: The Sleeping King Link	This has a lot of top down goodness. I think I love the Zelda-like nostalgia that this game brings. Add to that the puzzles of unlocking things and “leveling up” your hearts and endurance - there is just enough space between when you get weapons, upgrades and items to keep you compelled to go on. The story is whimsical and the protagonist is a perfect fit up against her foes
Octopath Traveler Link	I love the diversity of this RPG. Each character enhances the game loop and makes play more and more interesting.

TRAILER STUDY

Now it's time to study the **games' trailers**. Using the three games above, find their trailers on YouTube, provide a link, and explain why the trailer seems to immediately **hook the audience**, or perhaps, why it doesn't! A hook should happen immediately when the trailer starts. [Read the comments to see if this is the case!](#)

Game Name	Why Does It Hook The Audience Immediately?
Cat quest (1.2) Trailer Link	Right out the gate the trailer leans into cat puns and goes right into game play - an RPG lover's dream! Quickly you see the diversity of enemies and configurations - and multiplayer is front and center.
Blossom Tales: The Sleeping King Trailer Link	This one starts right away into a narrative. You instantly get that this story will be driven like that - I love the way that it's presented as story time and then jumps right into the action.
Octopath Traveler Trailer Link	The trailer starts off by presenting you with an epic picture of diversity of play. Right away I feel like this game's loop will play continuously without getting dull. It's clear from the start the adventure will be epic and the diversity will be huge - 8 distinct characters!

CORE GAME LOOP STUDY

Now let's study the **Core Game Loop (and the primary mechanic that drives the player through the loop) of each game!** Remember, an effective (or "sticky") Core Game Loop is **familiar, unique, and memorable**. Try and identify those three traits.

Game Name	What's The Core Game Loop?	What's The Primary Mechanic?	Why Is It Sticky?
Cat's Quest 2	You set out on an adventure → you kill enemies → you upgrade / get loot	Hack and slashing enemies as you explore the land and caves	It is familiar because the mechanic is age old - slash loot win . It is not all that unique . However, playing as a cat and dog place a unique spin on the classic loop. It is memorable mostly because of the fun quips and cat and dog dialogues
Blossom Tales: The Sleeping King	You explore with basic skills that can handle just enough → you learn a new skill, technique, or get stronger items → you can handle more	Executing on the quest tree	It is familiar in that it is a common human aspiration to improve skills and abilities. It is unique in that you cannot reach areas until you learn or grow. It is memorable in that you are constantly using different aspects of your skill set.
Octopath Traveler	You have a calling or challenge to meet → you quest and level up, get skills, loot, and party members → the story progresses	Each individual character is sent out or answers a call that is met through questing	It is familiar in that there is a challenge that needs to be taken on . It is unique in that you play as 8 different characters. It is memorable in that you play 8 different players and stories all coming together..

STEAM PAGE STUDY

Now let's study these games' Steam pages! Specifically, the short description and the cover art! Remember, Steam recommends 4 elements in the short description (listed below). Mark the recommended elements (or note that an element is missing) with the following:

(G) Genre

(M) Mechanics / Actions
(A) Appeal
(S) Story

Game Name	What's The Short Description?	Why Is The Cover Art Awesome (Or Not!)
Cat's Quest 2	Open-world action-RPG in a fantasy realm of cats and dogs. Sequel to the award-winning original, CAT QUEST II lets you play solo or with a friend, as both a cat and dog! Quest in a world filled with magic, defeat monsters and collect loot in a catventure like never before!	The playable characters stand out as brave and bold - the lettering feels treasurelike and exciting
Blossom Tales: The Sleeping King	Explore a huge open game world in classic action-adventure fashion! Prove your worth by fighting through monster-infested dungeons to save the Kingdom of Blossom!	It's not all that exciting. It gets you familiar with the heroine - she looks determined.
Octopath Traveler	Eight travelers. Eight adventures. Eight roles to play. Embark on an epic journey across the vast and wondrous world of Orsterra and discover the captivating stories of each of the eight travelers.	It has an epic feel to it- all of the characters are grouped together, there are a few hints of color



PART 2 | MOTIVATION

WHAT MAKES YOUR HEART-RATE INCREASE?

Right now, think of a variety of topics. Which ones increase your heart-rate? What makes you excited? Don't worry, these can be anything. Girls! Ghost stories! Hamburgers! Whatever. Don't overthink this. Just write it down, fast. I'm not kidding. If your heart rate does not increase, you're likely not passionate about it.

If you're passionate about it, you will likely want to **finish it!**

- 1 The aspect of discovery and unfolding of the story (scripture). The player just like the character will see it unfold at the same time.

Why?

I think it's because "knowing" the story is so important. The veil lifts a little bit each time. All of these familiar things that humanity knows - the source is finally revealed to them - both in game and out. There is a powerful aspect there.

- 2 Creating a story and sharing it with others

Why?

I deeply want to communicate God's story in this new medium - there is so much potential with this story telling pathway - I think of Tolkien and C.S. Lewis, Andrew Peterson.

- 3 Building a game and finishing it

Why?

I've had the desire to do this for so long and thinking about finishing something like this (like I did with my book) is exciting.

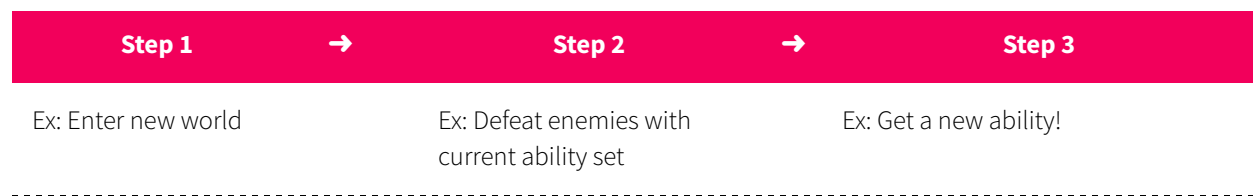


PART 3 | THE CORE GAME LOOP

THE LOOP

Remember, according to Rising High Academy, the Core Game Loop is “essentially the very heartbeat of your game. It is a series or chain of actions that is repeated over and over as the primary flow your players experience.” If you’re having trouble listing out each step, your Core Game Loop may be closely related to your genre!

List your three steps (or more) below:



THE PRIMARY MECHANIC

A Core Game Loop is *nothing* without a game mechanic pushing you through it! If you’re an indie, I highly suggest using a single mechanic that ensures the Core Game Loop is **Familiar, Unique, and Memorable**. For Hollow Knight, it’s simply hacking and slashing through the loop! For The First Tree, it’s exploring and collecting gems! For Resident Evil 4, it’s primary mechanic is shooting zombies in the face all while moving very slowly. What is your primary mechanic that delivers you through this loop?

Example: The player will be able to punch in all four directions (up, down, left, and right), only every time he punches, he speeds up time!

WHAT MAKES THIS MECHANIC, AND ULTIMATELY THE GAME LOOP, STICKY?

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To stick out in the giant ocean of indie games, and ultimately be profitable, you must have a sticky Core Game Loop. Fill out each section below to ensure your Primary Game Mechanic, and ultimately the Game Loop, is Familiar, Unique, and Memorable!

Familiar	Unique	Memorable
<p>Write what makes your Core Game Loop familiar! Example: Our game is a classic beat-em-up style game in that you can punch enemies in any direction.</p>	<p>Write what makes your Core Game Loop unique! Example: It is unique in that instead of simply punching, the player will increase the time scale of the game as he punches, thus making the game more challenging the more he punches!</p>	<p>Write what makes your Core Game Loop memorable! Example: The chaos that ensues when the game becomes increasingly faster is quite the challenge. We want players to remember that this game looks incredibly challenging, especially regarding reflexes.</p>



PART 4 | GAME OVERVIEW

GAME TITLE

Game Title Here

SUPER SHORT DESCRIPTION

This should be a single sentence (max 10 words!) that states the central conflict of the game, providing a synopsis of the plot and also the emotional “hook” to catch the players’ attention.

This is where your subtitle goes.



An awesome subtitle is specific, to the point, and steals the audience’s attention.

- ✓ “A prehistoric dyno racing game.”
- ✓ “Fight your friends as a mega-mech made from trash.”
- ✓ “Race through an infinite sandbox world.”
- ✓ “A metroidvania about a lonely boy lost in a coma.”

A bad subtitle is vague, wandering, and boring:

- ✗ “A game about a boy in a mysterious world.”
- ✗ “Discover the mystery in the forest and unlock the heartache of Kyle.”
- ✗ “Break through your weaknesses in this journey to the heart of everything.”
- ✗ “A puzzle adventure where nothing is at it seems.”

Get **subtitle inspiration** by checking out various Kickstarter projects, and reading their one sentence descriptions!
<https://www.kickstarter.com/discover/categories/games>

SHORT DESCRIPTION

Now let's expand that super short description to be a bit more descriptive! So, what would you write in the short description on Steam (below the cover art)? In 2 sentences, explain the game using the following 4 tips from Valve:

- Identify your game's **genre** and theme (eg. "A sci-fi turn-based strategy game")
- Use specific verbs detailing your game's primary **mechanics** and player actions
- Communicate the essential **appeal** of your game
- Save details regarding your game's story and setting for your longer description



Here are some awesome examples of short descriptions that include genre (g), mechanics (m), and appeal (a):

"Forge your own path (m) in Hollow Knight! An epic action adventure (g) through a vast ruined kingdom of insects and heroes. Explore twisting caverns (g), battle (m) tainted creatures and befriend bizarre bugs, all in a classic, hand-drawn 2D style. (a)"

"Help Madeline survive her inner demons on her journey to the top of Celeste Mountain (m), in this super-tight(a) platformer (g) from the creators of TowerFall. Brave hundreds of hand-crafted (a) challenges, uncover devious secrets, and piece together the mystery of the mountain (a)."

"Cuphead is a classic run and gun action game (g) heavily focused on boss battles (m, a). Inspired by cartoons of the 1930s, the visuals and audio are painstakingly created with the same techniques of the era, i.e. traditional hand drawn cel animation, watercolor backgrounds, and original jazz recordings. (a)"

LONG DESCRIPTION

What would you write in the long description box on your game's Steam page (see examples)? Expand the elements of your short description, and just add details with a nice paragraph and a bulleted list of features.

According to Steam, you should:

“Use this space to describe your Game. Typically it is a good idea to start with a brief overview--if customers read nothing else, it should give them a pretty good idea of what your Game is about. Then you can go into more detail, add a list of key features, and whatever else you feel is relevant to describing your product.”

You find yourself in a past setting (time is unknown) where all you can remember are echoes of the past. As the game progresses you find that more and more details of what you are supposed to remember are coming to “light”. You feel like there is purpose in what you are supposed to do but you cannot quite grasp the why, why are you even trying to remember and why are you there. You’ve been given the power of light.

The meta narrative is that you are actually a scientist from the future (post apocalyptic - not at the end of days yet) that has realized that something has been written into your DNA, a knowledge of God and his purposes for humanity but somehow scripture that had informed generations has all been lost. You and the others in your group know that the only way to uncover the truth and rediscover what has been tattooed on humanity’s heart is to enter into a subconscious state and walk amongst those from the past who authored the scripture to truly find out what the Light is. You as the playable character do not know this until much later in the story.



Check out [Hollow Knight](#), [Celeste](#), and [Cuphead](#) for some awesome description examples!

PLOT

Let’s talk about the plot! This is primarily about your story, although you should have an idea of how this story interacts with your gameplay. First, let’s break down the various plot elements. Keep in mind, you may not have an

antagonist, but you should probably have everything else to some degree. Keep it simple! We'll get more specific and combine them later:

Hook	What makes your plot emotionally resonate with the player.
Setting	Where and when does your plot occur?
Protagonist	Who is the main character (the player)?
Antagonist	Who, or what, is the antagonist (the force fighting against the player)
Struggle	What difficult challenge is presented to the protagonist?
The Black Box	What mystery or end goal is presented to the player initially, pushing them to purchase the game to discover more?
Gameplay Relation	How does the gameplay relate to this plot?

Now that you've broken down each element, it's time to **combine them all** into a single paragraph explaining our plot:

Combine your hook, setting, protagonist, antagonist, struggle, The Black Box, and gameplay relation here.

CHARACTERS

THE PROTAGONIST

Overview

Name, age, gender, personality, profession, etc.

The Flaw

What makes your protagonist flawed? See below for tips!

The Struggle

What is the protagonist's primary struggle in the plot? This will likely relate to the flaw.



The Flaw

The flaw makes your protagonist's personality sympathetic (meaning your players can't help but sympathise/feel something toward the protagonist). *The more flawed, the better! Remember: Luke Skywalker was once a whiny brat, Beast was a selfish, angry prince, and Harry Potter was a scrawny orphan!*

It helps to draw from your own experience. Think of someone you know, or even yourself, and the personality flaws that drive you crazy! Here are a few examples: *Weak willed, stubborn, cowardly, selfish, greedy, orphaned, lonely.*



The Struggle

What situation will occur that tests, and ultimately helps change your protagonist's personality flaw? Here are a few examples:

- Weak willed → The protagonist is forced to fight off hijackers on a plane!
- Cowardly → The protagonist is forced to enter a haunted mansion to find his father
- Greedy → The protagonist's family business goes up in flames after an attack, and he must save his poor neighbors trapped in his crumbling city.

THE ANTAGONIST

Overview

Name, age, gender, personality, profession, etc.

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Threat To Protagonist	How does the antagonist threaten the protagonist? You can even mirror the protagonist's flaw. (For example, the protagonist is a coward, the antagonist is fearless).
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Believability	What makes our antagonist's sinister motivations for evil believable and even relatable?
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MINOR CHARACTER

Overview	Name, age, gender, personality, profession, etc.
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Purpose	Why the heck does this minor character exist?
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Salt	What about this character salts (intensifies) the protagonist's flaw and/or the antagonist's threat?
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GENRE

List out the primary and secondary genre using the large list below! Be sure to search on Wikipedia the definition of each, and paste in the gray fields!

Primary Genre

Example: Platformer

Wiki Definition

Example: Platformers are characterized by their heavy use of jumping and climbing to navigate the player's environment and reach their goal.

Secondary Genre (optional)

Example: Beat-Em-Up

Wiki Definition

Example: Featuring hand-to-hand combat between the protagonist and an improbably large number of opponents.

4X game \$
Action RPG
Action-Adventure ✓
Adventure ✓
Art Game ✓
Battle Royale \$
Beat 'em up ✓
Casual games ✓
Competitive
Creative
Esports \$
Fighting
First-Person Exploration ✓
Horror game ✓
JRPG
MMO (Massive Multiplayer Online) \$
MMORPG \$
Metroidvania ✓
Monster Collection
Multiplayer online battle arena (MOBA) \$
Narrative-Adventure ✓
Open World \$

Platformer ✓
Puzzle ✓
Racing
Real-time strategy (RTS)
Real-time tactics (RTT)
Rhythm
Roguelikes
Simplistic Sandbox ✓
Sandbox
Sandbox RPG
Shooter ✓
Simulation
Sports
Stealth
Strategy
Survival Horror \$
Survival \$
Tactical RPG \$
Text adventures ✓
Tower defense ✓
Trivia game
Turn-based strategy (TBS)

\$ Expensive! Probably should avoid it!

✓ Typically a budget friendly genre for indies!

TARGET AUDIENCE

Age Group

Example: 25-50

Language

Example: English

Gender

(Optional)

Taste

Example: Love artsy, story games like Pinstripe and Neversong

Other Traits

REWARDS

PLOT REWARDS

What is the reward the player receives from a **plot perspective** at the end of the game? Could be a relationship resolved, a character saved, an enemy destroyed, a disaster averted, a mystery solved, etc.

How does this plot reward **tease the player** from the moment they see the trailer to the end of the game? Think of a carrot on a stick! Perhaps a mysterious event occurs at the beginning of the trailer/game. Perhaps his/her loved one is taken away from them, etc.

GAMEPLAY REWARDS

What is the reward the player receives from a **gameplay perspective** throughout the game? This could be an upgraded character, a map, a boss pin, etc.

How does this gameplay reward **tease the player** from the moment they see the trailer to the end of the game? Again, think of a carrot on a stick! Perhaps the player starts with all of their abilities, and they are removed. Or, perhaps various areas are shown that you can't quite get to!

PUNISHMENTS

Punishing the player is actually a great way to **make your rewards that much more rewarding**. There are a bunch of variables associated with inflicting pain on the player: health, time, inventory loss, abilities, story, distance, etc. For example, perhaps you could remove inventory items if the player does not play the game at a certain skill level. Or, maybe you just decrease health when the player gets hurt! It's up to you! List a maximum of three punishment techniques below, and the way in which that mechanism will be used to punish the player.

Punishment 1

Example: **If** the player rushes past enemies and gets hurt,

Example: **then** he will lose 10 coins.

Punishment 2

Example: **If** the player shoots his gun for more than 10 seconds,

Example: **then** he will lose 10 health due to the gun overheating and burning him.

Punishment 3

Example: **If** the player spends all of his coins when buying inventory items

Example: **then** he can overdraft, thus requiring him to pay interest payments.

OTHER GAMEPLAY MECHANICS

This is where we can specify any secondary mechanics that allow us to make our way through the Core Game Loop. However, as an indie, you should do your best to ensure these are somehow related to the Primary Game Mechanic! Try and be specific! But don't worry, you can change a lot of this when you need to during development! You can copy and paste the rows below to create your own categories, or delete some, to your liking!

Player Movement

How does the player move, jump, transport, and spawn? Etc. etc.

Health Collection & Loss

Does the player collect single health units, lose health when falling, or not have health at all? Etc. etc.

Player Conversation

Does the player engage in conversation with NPCs? For what purpose? Do they have the option to have multiple conversations with dialogue trees? Etc. etc.

Saving

Can the player save whenever they like, or do they have to find a save zone? Etc. etc.

Gaining & Losing Abilities

How does the player gain a new ability? Are they abilities, or just new areas with new challenges? Can the player lose or extinguish abilities?

Currency

How does currency work in the game? Is there an entire economy, is it simple, or does it even exist?

Inventory Management

How many items can the player carry? Can the player carry any items at all? How do they use them? What is the User Interface (UI) like?

LEVEL DESIGN

GENERIC LEVEL DESIGN (COMPLETE BEFORE CREATION OF PROTOTYPE)

List a very generic description of how the world is laid out:

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For example: In Neversong, the player starts in a central hub, a happy village called Red Wind Village. He will then be able to traverse out in all directions, and even go to underground caverns. He can traverse back and forth, however, the world is much smaller in scale than a traditional metroidvania.

SPECIFIC LEVEL DESIGN (COMPLETE AFTER CREATION OF PROTOTYPE)

List a detailed description of each level, along with their linkage to other levels. Feel free to copy and paste each section below to add more levels to your document!

Level 1

What is the level called? What does it look like? What is its purpose? What is required for it's entry? Can we revisit again? What is gained? What is it's mood? How is this level related to the other levels? Etc.

Level 2

What is the level called? What does it look like? What is its purpose? What is required for it's entry? Can we revisit again? What is gained? What is it's mood? How is this level related to the other levels? Etc.

Level 3

What is the level called? What does it look like? What is its purpose? What is required for it's entry? Can we revisit again? What is gained? What is it's mood? How is this level related to the other levels? Etc.

MUSIC

Briefly describe what you want your game's music to sound like!

Genre For example: Classical, Rock, Synth Wave, Hip-Hop, Retro, etc.

Layering

Will the music use layering? Layering in games is when several tracks play at once, and fade in and out at different times depending on what's occurring on screen!

Mood

What kind of mood do you want your game's music to convey? Happy, sad, exciting, grim, dark, upbeat, chill, atmospheric?

Sample Track
#1

What's a song you really like in another game that you think might work in your game? Use this as direction for when you source your music!

Sample Track
#2

What's a song you really like in another game that you think might work in your game? Use this as direction for when you source your music!

Sample Track
#3

What's a song you really like in another game that you think might work in your game? Use this as direction for when you source your music!

CONTROL SCHEME

Briefly list your game's control scheme! It's ok, you can change this later!

Button

Action



Button Name	Lorem Ipsum
Button Name	Tempus Quis
Button Name	Nunc Leo
Button Name	Lorem Ipsum
Button Name	Tempus Quis
Button Name	Nunc Leo
Button Name	Lorem Ipsum
Button Name	Tempus Quis
Button Name	Nunc Leo



PART 5 |

THE STOP & STARE FACTOR

COLOR PALETTE

Describe the general color palette and tone of your game. Is it dark, vibrant, low saturation, intense, etc?

Write your color palette description here.

Using [Coolors.co](https://coolors.co), find some colors that really resonate with you, and that you can imagine being present in your game's cover art! Then, right click on each square below and choose "Table Properties". Go to "Cell Background Color", and click on the Plus Icon. Paste in your color codes in each swatch below. This doesn't mean you can't use other colors in your game. But rather, think about the three colors that really represent your game!



Example: Celeste Color Palette, as seen on it's Steam Page Cover Art:



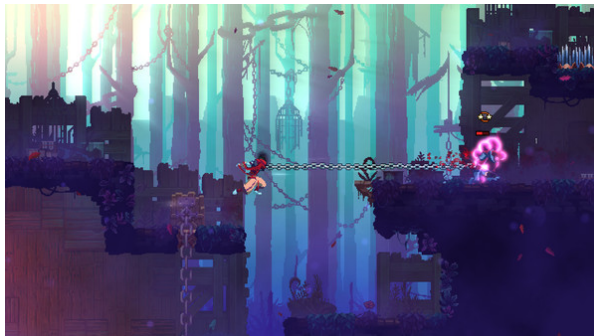
ATMOSPHERE

Try your best to describe the atmosphere you'd like in your game. This will likely change, but it helps to start now!

Describe the mood, atmosphere, lighting, weather, etc.

SAMPLE ART

Find some screenshots on Steam of game art you really resonate with, and also that you feel you could accomplish:



PART 6 | DON'T QUIT!

VISUALIZING SUCCESS

Day dream for 10 minutes. Close your eyes. Imagine yourself completing this game, and imagine the rewards because of it. This day-dream, or visualization, can be as corny as you want. What matters is you discover a reality that will eventually be too painful to let go of. This will ensure you don't quit!

Write your visualization of success here. Example: I am 26 years old, and have just pulled my Steam game's sales data from a month of sales. The game has sold over \$60,000 worth of copies. My wife has her hands over her mouth. She can't believe it. It's a bright sunny day and the windows are open. I can put in my two weeks notice at my desk job. I get to work from home now and make more games! The birds are chirping outside, and subtle wisps of Summer clouds are floating by, casting shadows into the living room. I can explore this cubicle-free world now, whenever I want. I'm not bound to a schedule. I can be who I want to be, whenever I want. I have to tell my family. I call my brother and tell him my game has made enough money to be able to quit my job. He's really happy for me, and honestly I feel kind of proud about it. I can't stop smiling. I open up my phone and notice PC Gamer has written a glowing article about the game, and even notice my favorite YouTuber has played a couple levels of the game. The future is bright, and I know the confusion, pain, and struggle of working through my game's development over the course of the last year was worth it.

VISUALIZING FAILURE

Now day dream about what your game's failure looks like for 10 minutes. This visualization should include what occurs if your game launches, and it is an absolute failure! Ultimately, the goal is to come to terms with that failure, so that you first and foremost are mentally sound if it does occur, and second, that the fear of this failure does not stop you from releasing your game!

Write your visualization of failure here. Example: I've just spent five months creating this online course, and I have released it to the world. The course reviews are quite terrible. It has a 1 star average, and some even call the course "cringey, smoke and mirrors, and even pretentious". Some even say the visualization portion of the course was the point where they rage quit the course. My wife is disappointed, as she had high hopes for the course's success. However, I've come to terms with the fact that I can make the course better with several more months of hard work and updates. I'm still grateful for my family, my encouraging wife, and a roof over my head. I print out a cheesy quote, smile, tape it to my office wall, and get back to work:
"The phoenix must burn to emerge." - Janet Fitch

SCOPE

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Let's quickly solve an equation to get an idea of the cost of your game, and compare it to some Triple-A titles. This will ensure you stick to a smaller scope, and don't quit your project because it has become unmanageable and bloated!

Hourly Rate	Example: \$30/hr
Hours To Complete	Example: 6 months @ 2 hrs per week day = 240 hours
Total Hourly Cost	Example: $\$30 \times 240 = \$7,200$
Other Costs	Example: Unity Assets: \$1,000
Other Costs	Example: Localization: \$2,000
Other Costs	Example: PR Agency help: \$500
Total Game Cost	Example: $\$7,200 + \$1,000 + \$2,000 + \$500 = \mathbf{\$10,700}$



Compare Your Costs!

Be sure to do some research on **Triple-A titles** and their price. Then, do some research on the **indie titles** that inspire you, and compare your current cost.

Scale back, make cuts, or add costs, to ensure your scope is reasonable!



PART 7 |

PROTOTYPE EXTENSION

EXTEND YOUR CURRENT PROTOTYPE!

Do this portion after you've completed your prototype!

Your Core Game Loop will never really change, but the Primary Game Mechanic pushing you *through* the loop will stretch and bend! Let's brainstorm some ways in which you can extend your Primary Game Mechanic.

First, let's paste in our Primary Game Mechanic from Part 3 so we can reference it while we brainstorm:

Example: The player will be able to punch in all four directions (up, down, left, and right), only every time he punches, he speeds up time!

Extension Ideas!

Ex: Downward kick can be upgraded to a Downward Smash. Some enemies require a Downward Smash.

Ex: Double jump jet pack, allowing us to punch flying enemies.

Ex: Triple the amount of stars emitted from enemies if you punch and destroy them in less than five seconds.

Ex: Fire blast shoots from kick!

Ex: Punching and breaking clocks ensures the speed of the time scale resets back to normal!



PART 8 | THE SCHEDULE

Getting an idea in your head about when exactly you want to launch your game ensures you don't get lost in the weeds of your game's development! You can certainly push this (don't we all?):

Launch Date

Example: May 1st, 2021 @ 10 a.m. PT on Steam

Once you have completed your prototype, fill out the following milestones!

Milestone	Description	Completion Deadline
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		