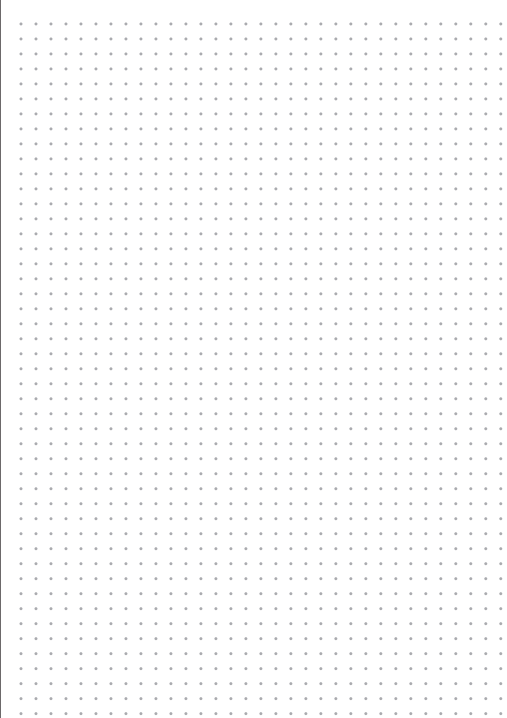


Level design

Hint: use the grid in order to sketch a sample level.



ACT NOW!

List the first 10 things you need to do to make a prototype. Do one thing each day!

-
-
-
-
-
-
-
-
-
-

Get up early in the morning and make it happen!

<http://tinygdtool.urustar.net>

If you liked this thing, please tell me something nice!
You can find me on twitter @kurai

Happy Game Design!



Need folding advice? Go to our website!
(it's easy though: just cut the dotted line and fold into a booklet)

The tiny Game Designtool

A poor people's booklet to carry around.



Written by Federico Fasce

Describe how and why each obstacle works

Description

Name

Description

Name

Description

Name

Hint: can be bad guys, physical obstacles or even abstract things!

Obstacles

Each object should be used in three different ways.

- 3
- 2
- 1

Uses

Description

[Empty box for description]

Name

Hint: design a in-game object. It can be a power-up or just a recurring/useful object.

Object(s)

POWERS!

Description

[Empty box for description]

Hint: doesn't have to be: human, a creature or a tangible thing! Think out of the box!

Main character

Draw here!

In a setting.

What?

Or choose your own!

Enhance


Limit

Make


Force

Enable

Destroy

Core Mechanic 

Therefore, I'm going to:

I want people to feel 

Emotion, mechanic and theme

A game is a system capable of generating emotions through agency in a ritual space.