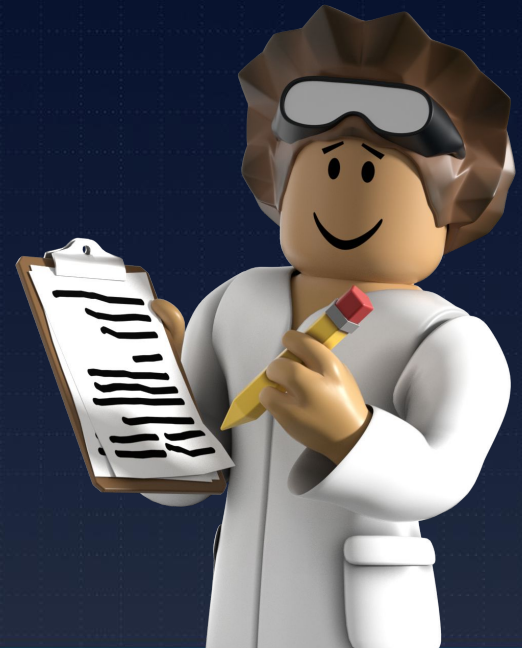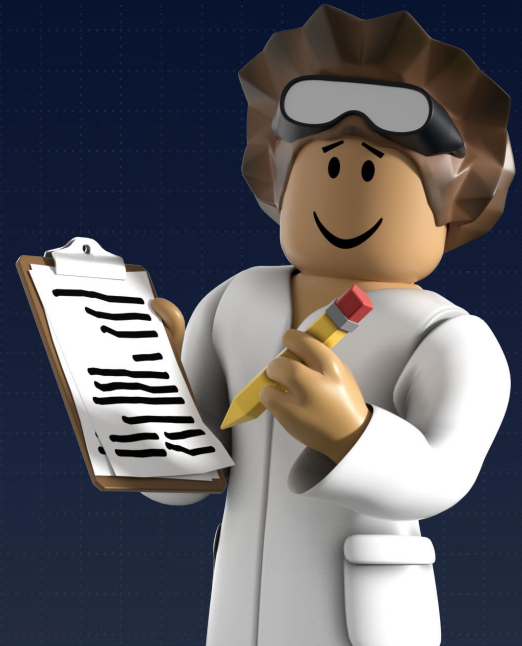# LEVEL UP

PROTOTYPING

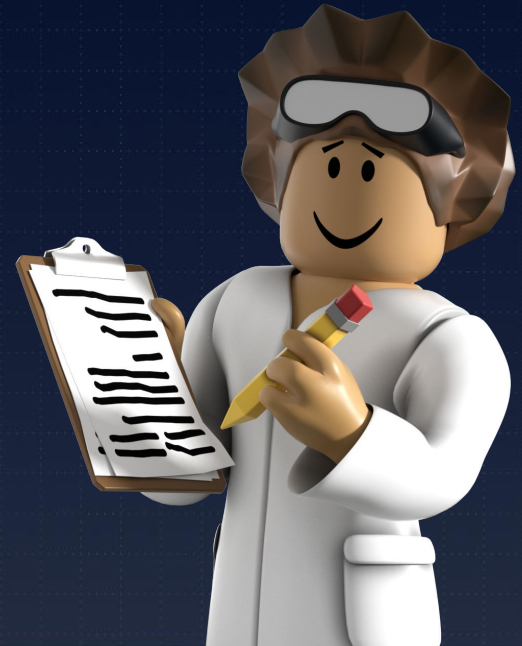### SHORT

WHY SHOULD YOU PROTOTYPE?

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- Detect design flaws and oversights early in development

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- Fine-tune your design before production

WHY SHOULD YOU PROTOTYPE?

- Detect design flaws and oversights early in development
- Find the fun!
- Fine-tune your design before production
- Identify roadblocks sooner

PROTOTYPING METHODS

PROTOTYPING METHODS

Paper Prototype

PROTOTYPING METHODS

Paper Prototype

- Use paper, board game pieces, legos, dice and other props to simulate a slice of your game

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Studio Prototype

LEVEL UP

PROTOTYPING METHODS
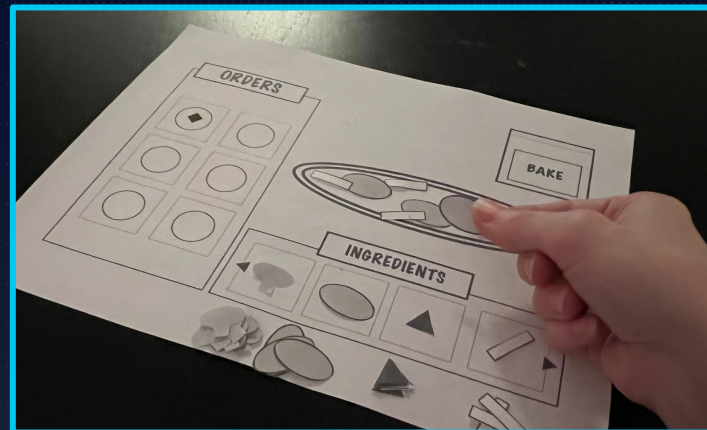
Paper Prototype

- Use paper, board game pieces, legos, dice and other props to simulate a slice of your game

Studio Prototype

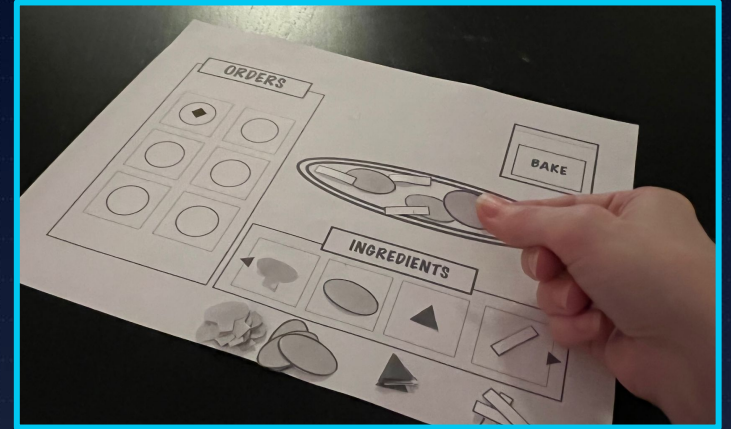- Quick, playable version of a set of systems in your game
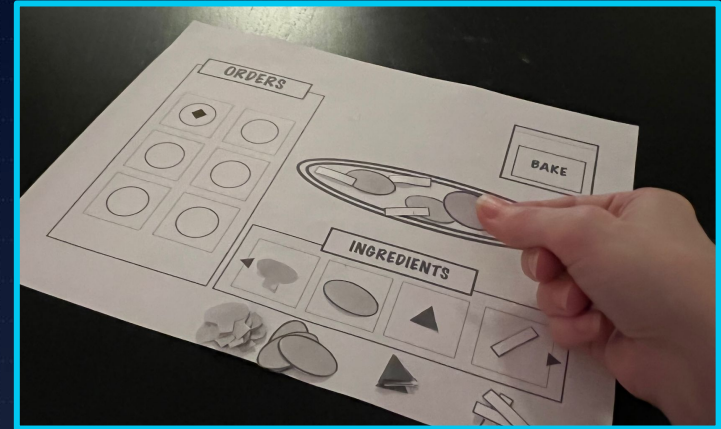
PAPER PROTOTYPES
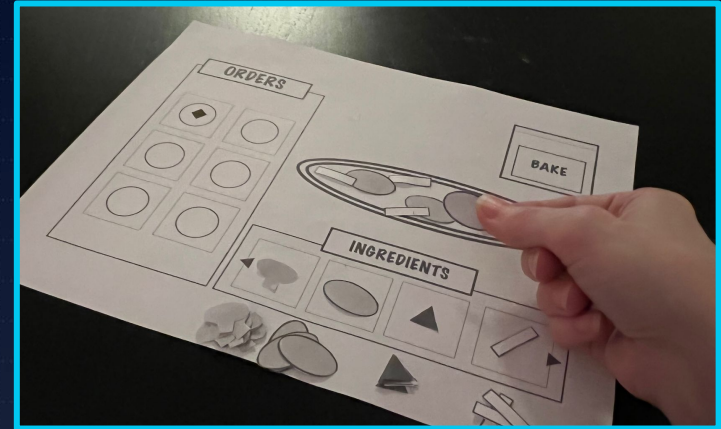
PAPER PROTOTYPES

Pros

PAPER PROTOTYPES

Pros

- Fast to create

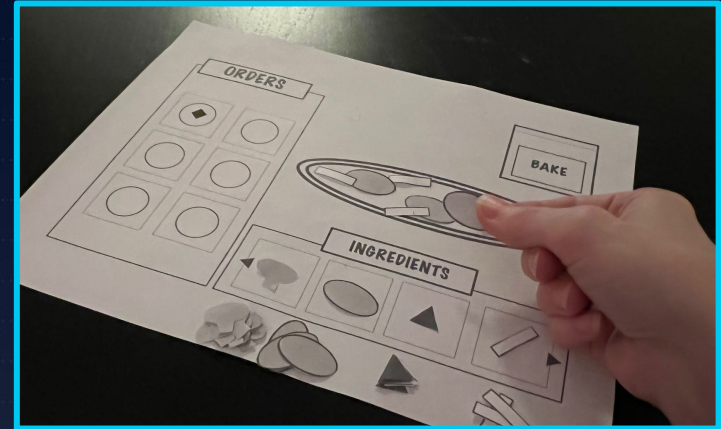# PAPER PROTOTYPES

Pros

- Fast to create
- Easy to modify
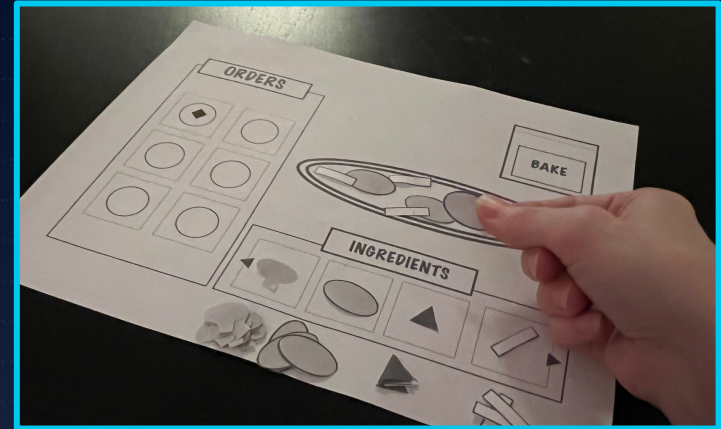
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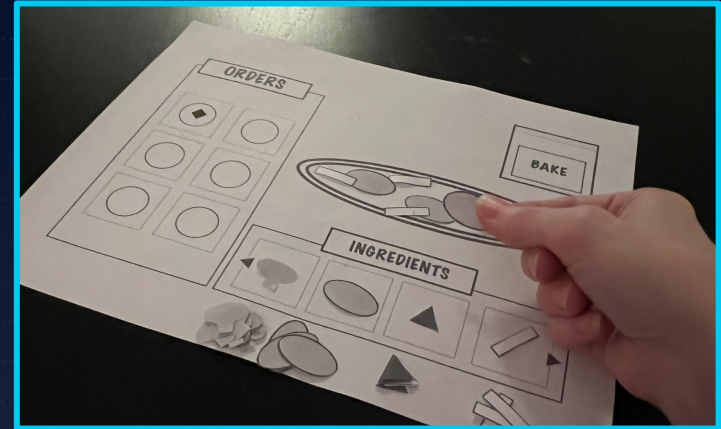- Excellent for UI/UX testing

PAPER PROTOTYPES

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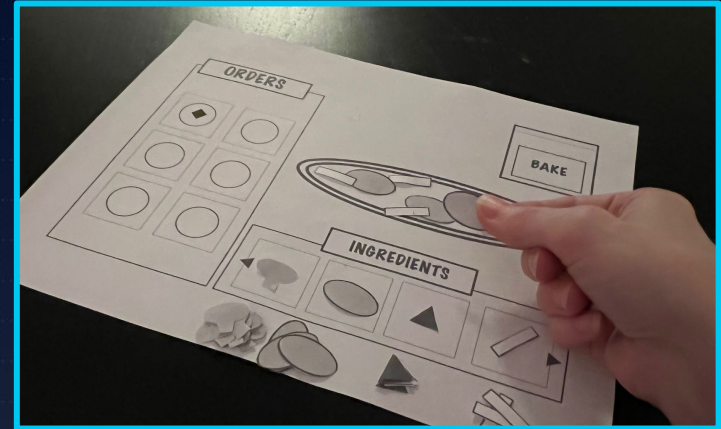- Excellent for UI/UX testing

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PAPER PROTOTYPES

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- Fast to create
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- See a wider view of your game
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Cons

- Work is not reusable
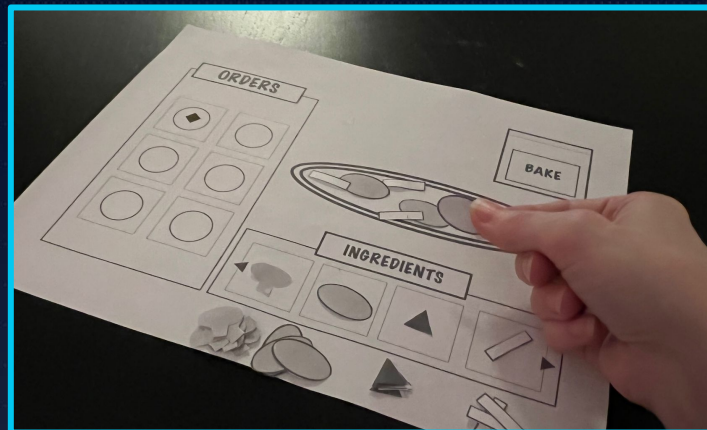
PAPER PROTOTYPES

Pros

- Fast to create
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- Work is not reusable
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PAPER PROTOTYPES

LEVEL UP

Pros

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- Easy to modify
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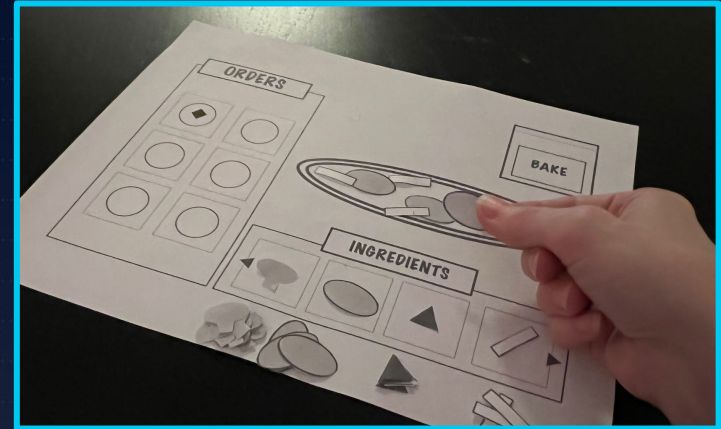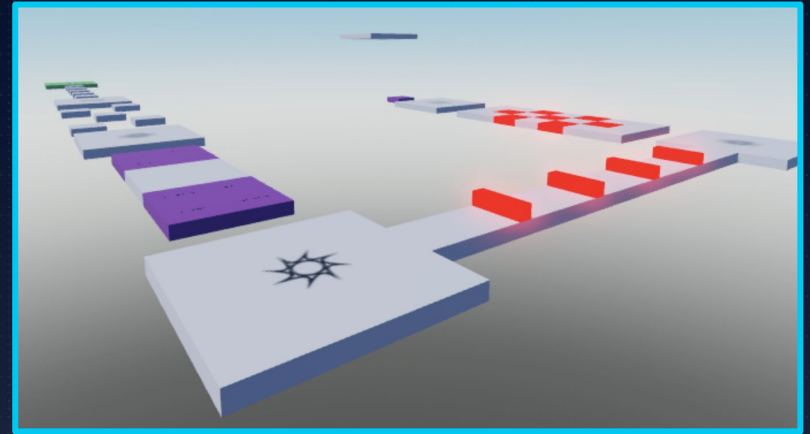- Work is not reusable
- Cannot simulate unique mechanics
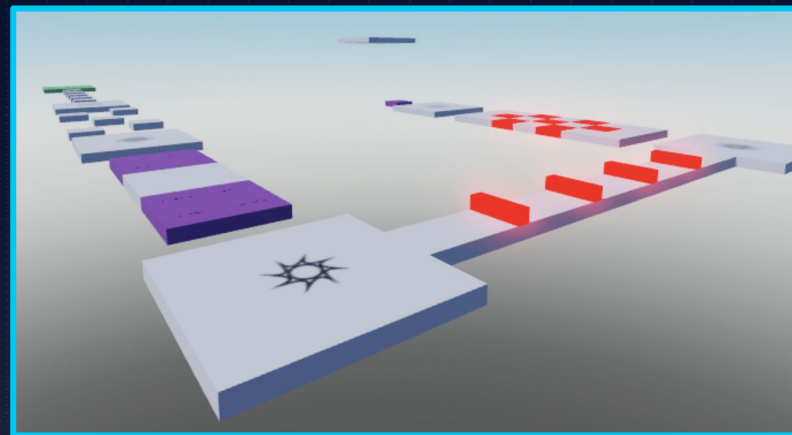- May lead to false positives
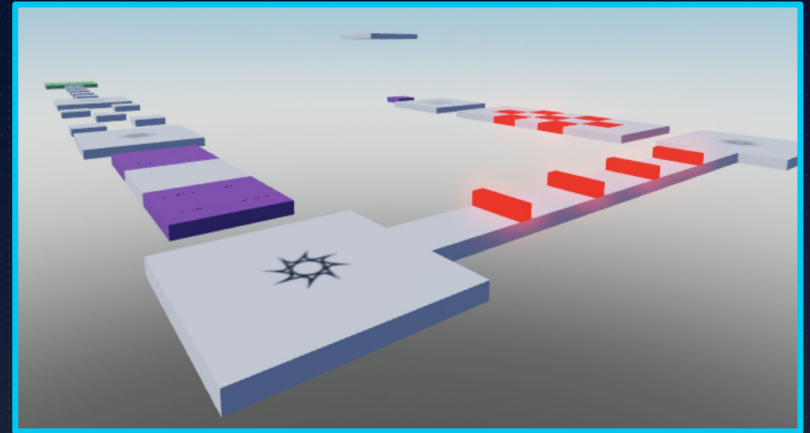
STUDIO PROTOTYPES

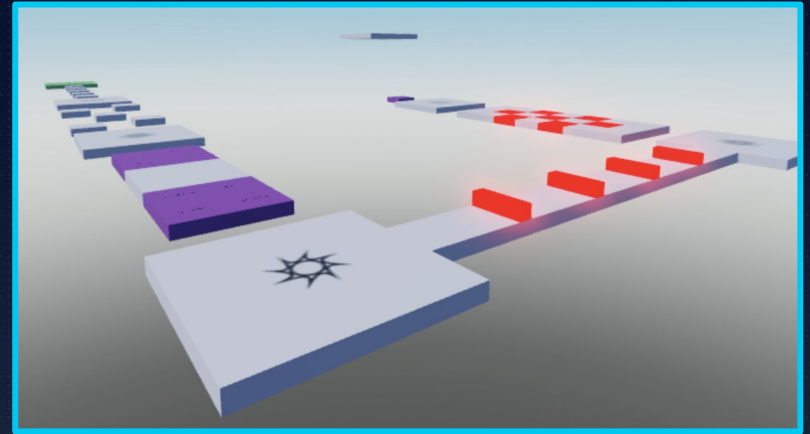# STUDIO PROTOTYPES

Pros

STUDIO PROTOTYPES

Pros

- Identify technical issues early
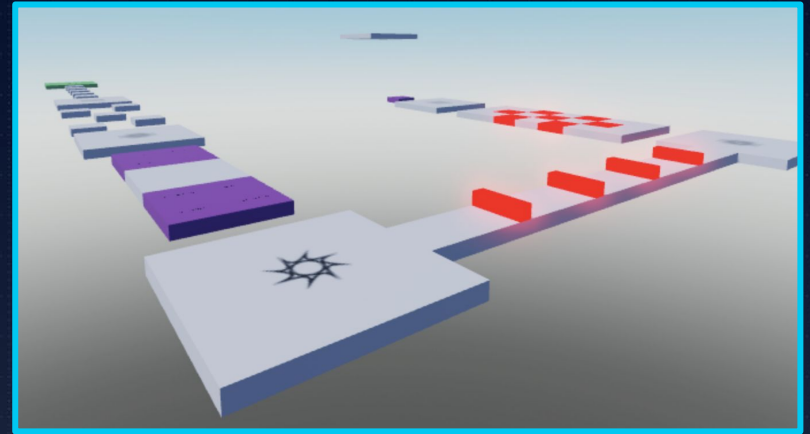
STUDIO PROTOTYPES

Pros

- Identify technical issues early
- Test more experimental ideas
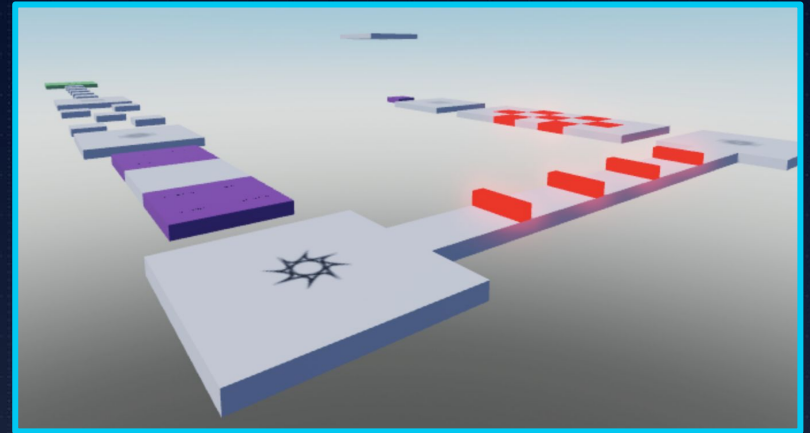
STUDIO PROTOTYPES

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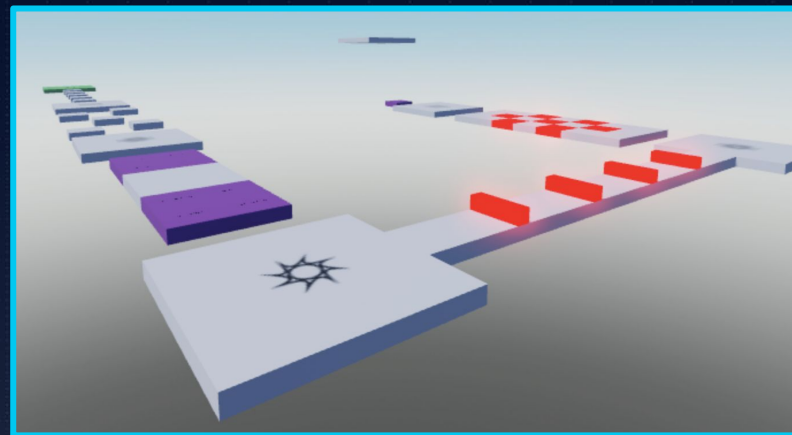- Sets a good pace for development

Cons

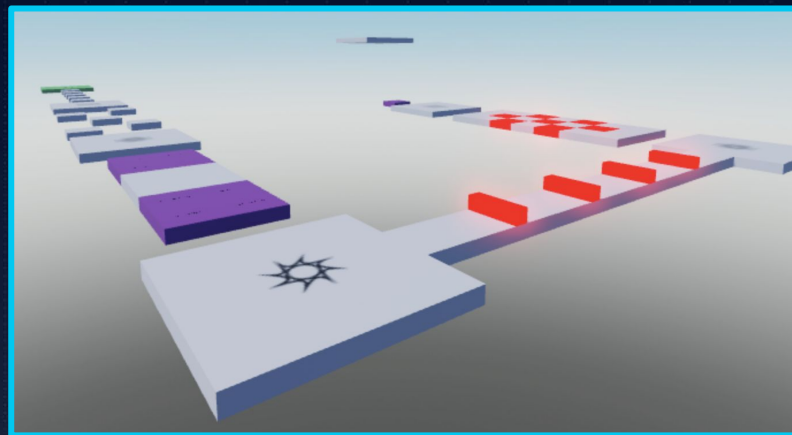# STUDIO PROTOTYPES

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- Test more experimental ideas
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- Smaller scope of testing

STUDIO PROTOTYPES

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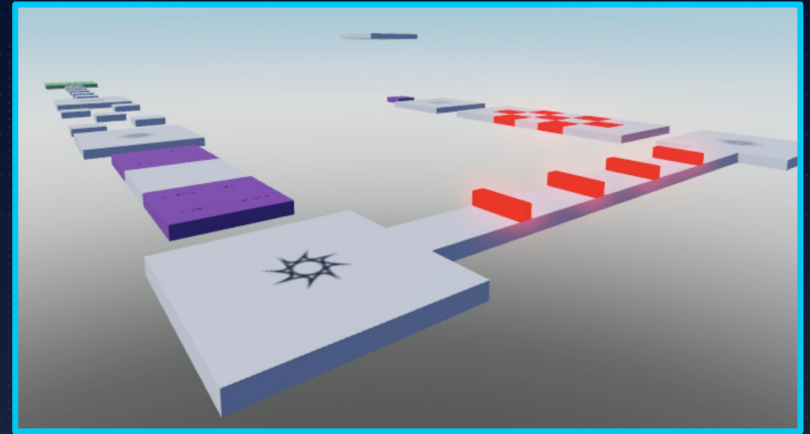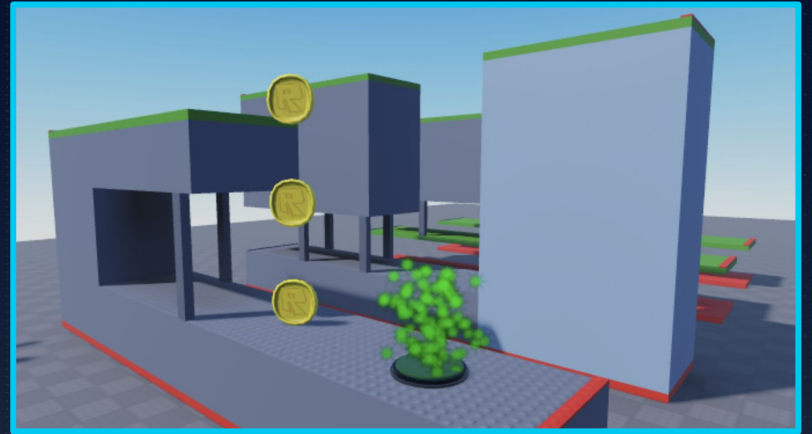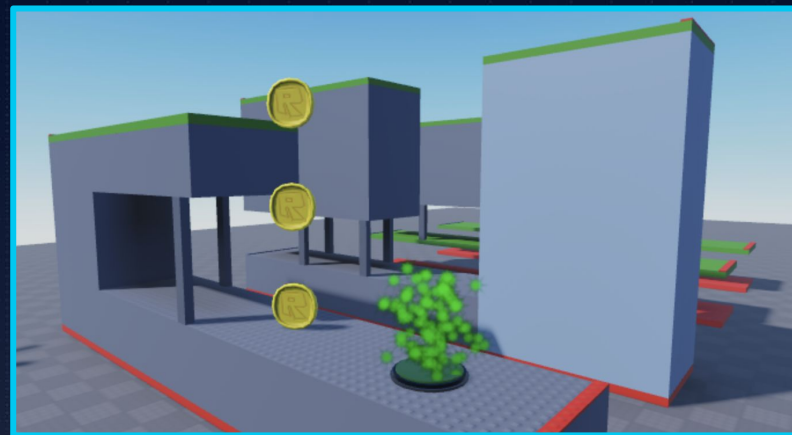- Smaller scope of testing
- More time required to iterate

WHAT SHOULD YOU PROTOTYPE?

WHAT SHOULD YOU PROTOTYPE?
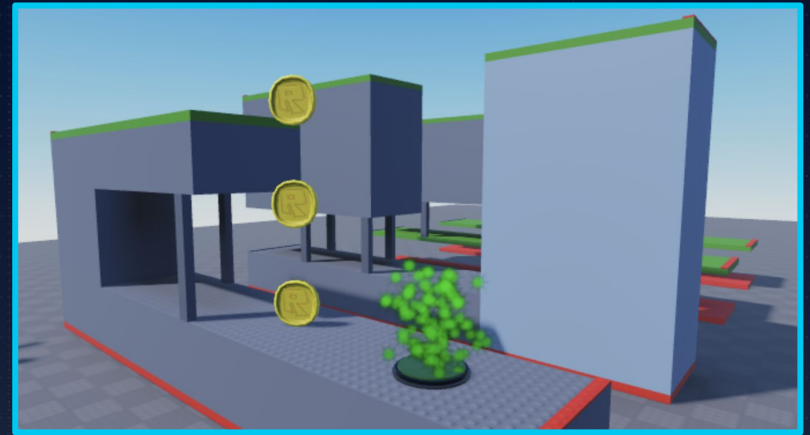
- Core loop

WHAT SHOULD YOU PROTOTYPE?

- Core loop
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WHAT SHOULD YOU PROTOTYPE?

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- Unique game mechanics

WHAT SHOULD YOU PROTOTYPE?

- Core loop
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- Unique game mechanics
- Game rules

PLAYTEST YOUR PROTOTYPE

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- Iron out edge cases and ambiguous gameplay

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- Playtest several sessions with your team

LEVEL UP

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PLAYTEST YOUR PROTOTYPE

- Iron out edge cases and ambiguous gameplay
- Playtest several sessions with your team
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- Iterate until happy