






Digital game – general design
Discussion

BIENVENUE DANS LE MONDE DES POSSIBLES

This presentation

- Showing you the reference game
 - Look at the ‘feel’ of the images
 - Look at the connection between images and topics
- Design options & limitations
 - Flexibility in “questions” and “images” (in early project stages)





- Showing the game video

or:


- <http://csrgame.eu>

Please ask questions when you have them!

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The game framework – general design


- We can discuss general design in broad lines:
 - Look and feel, as compared to the reference game (cleaner, more colors, more abstract, more glam)
 - 'Home' image for the game (**salon interior from behind a desk**, front façade)
 - Which themes are likely to be needed (objects on the home screen) and which are 'taboo'
- Design limitations illustrated as needed (also see explanation document)



The game framework - limits

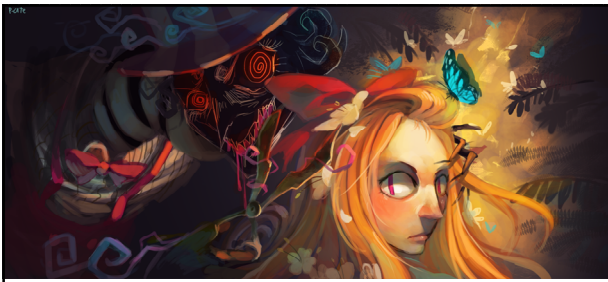
Limits:

- **6 themes** (objects on home screen)
- **1 'special' theme**
- **4 questions** in each theme, **4 possible answers per question**





1. Cartoon

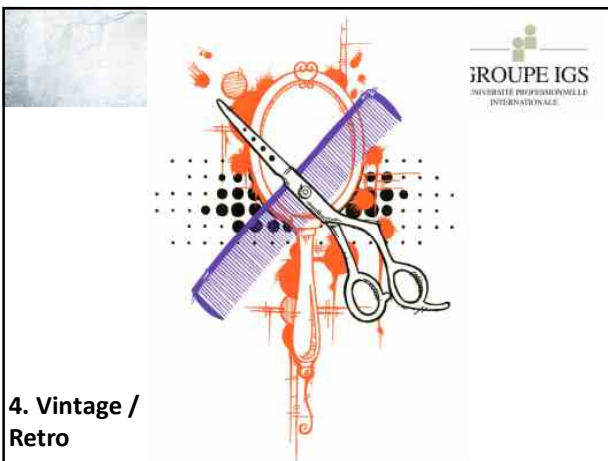


2. Fantasy

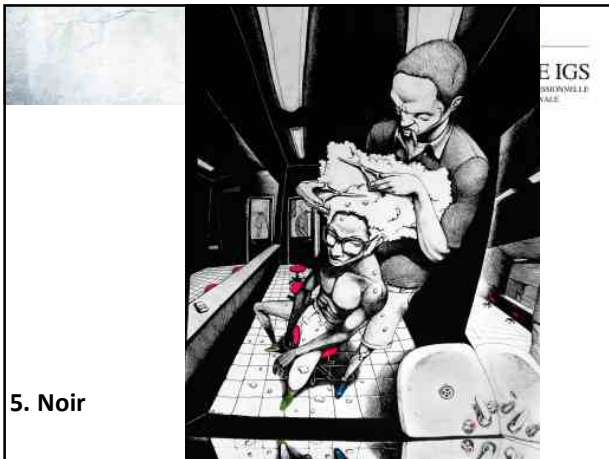
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3. Hypermodern



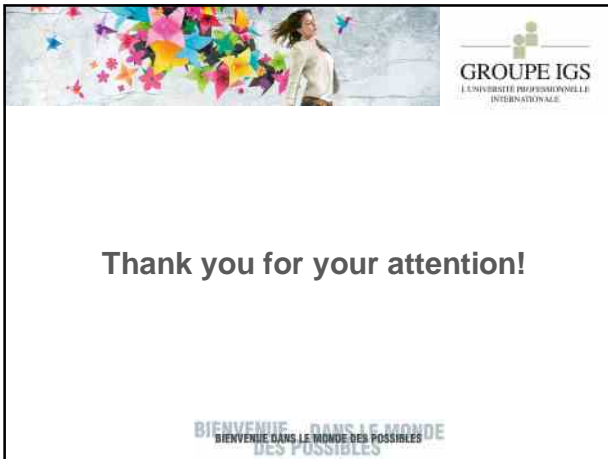
4. Vintage / Retro





Decisions:

- Our general look and feel is _____ (possibly relative to the reference game)
- Our 'Home' image is a _____
- We visualize the special topic with _____



The slide features a header image on the left showing a woman surrounded by colorful paper airplanes. To the right of this image is the logo for GROUPE IGS, which consists of a stylized cross made of four colored squares (green, yellow, blue, red) above the text "GROUPE IGS" and "L'UNIVERSITE PROFESSIONNELLE INTERNATIONALE". The main body of the slide contains the text "Thank you for your attention!". At the bottom, there is a slogan: "BIENVENUE DANS LE MONDE DES POSSIBLES" with "BIENVENUE" and "DES POSSIBLES" in blue and "DANS LE MONDE" in grey.
