Introduction

Sketching
What to consider when conceiving the idea for your game

Research and concept
Help with visualising your concept and develop the games look and feel

Game images
Creating tiling and exporting images for use in LiveCode

Not a designer?
We’ll be advising on the options available

Animation
Bring those sprites to life

Designing other pages
Check logic and design consistency

Publishing
Entice more downloaders by creating a more desirable online presence
Sketching out your game

Gameplay considerations:

- How objects will animate and interact with each other
- Think about how the environment will animate
- Difficulty level - Strike the right balance to ensure repeat plays
- This will ensure the game will be fun, challenging and engaging
- Adjusting the speed of the game and the size of the objects will adjust the way the game plays

Smaller faster objects vs larger slower moving objects.
Researching your game

Gather reference material to help:

- Get inspiration
- Help develop the look and feel of your game
- Help communicate your vision of the game
- Help with design consistency
- See quickly how assets work together

Tip: Look for inspiration both on and offline. Books, magazines, advertising all can be great sources for research.
Sketching the rest of the game

- Check the UI logic is correct
- Check user actions are clear and easy to understand
- Save time by troubleshooting issues before the development stage
- Educate the user to play the game
- Make sure UI focuses the user towards the core content. (The Game)
- Ensure your user journey has no dead ends and promotes repeat plays

Tip: You may also want to use these sketches as the basis for a prototype. Show these sketched or your prototype to other people to your game is being used as you anticipated.
Designing your game

- Create a wide tiling background to avoid obvious scenery repetition
- Design for the largest size and resolution (e.g., 3000px x 768px at 326ppi)
- Assets can always be scaled down
- Also ensure your design is flexible enough to suit different screens ratios
- Consider different layouts for different devices: tablet and phone

Tip: Take a photo of your game to see how it will perform. Download a GUI and place your gameplay image on it.
Design resources

Use online resources to get the most out of your game:
• Video tutorials: YouTube
• Stock images: iStockphoto
• Written tutorials, sample files and advice
• If in doubt: Use google to search for something specific

Free Tools:
• Photoshop (Free trial)
• Gimp

Still lost?
Don’t want to do design yourself? Hire a designer.

Tools
Gimp
Photoshop
Illustrator

Further creative tutorials and inspiration

Computer Arts
Lynda.com
Google
Animating Sprites

- Makes the game fun, more engaging and entertaining
- Consider the 3 stages of Animation - Animate - add realism - create life
- Connect with users on a more emotional level
- Entertain the user by adding an element of reality
- Combine sprite animation with animation in LiveCode to help take Your animations further
- Export these files frame by frame for use within LiveCode.
Designing the rest of the game

- Ensure consistency within the quality of the design
- Ensure it simple, clear, eye-catching
- Use stock images where possible
- Does it still match the wire frames (logic)
- Does it still reflect the mood board
- Highly polished design

Tip: Don’t be afraid to show people your work throughout the project. Feedback at every stage can be extremely useful.

Quality and design aesthetic

For your game to succeed it needs to be designed to as high a standard as possible.

If your game is under developed it is possible it will fail to entice many downloaders.
Design considerations when publishing

**Your icon:**
- Does it stand out - Clean and clear
- Does it illustrate the key principles or theme of your game
- Is it representative of the game's look and feel
- If using text, is it easy to read

Types of icon: Logo - Typographical - Illustration - Photographic

**Tip:** Create more than one icon and canvas opinion.
Create a page of icons and compare your icon with some existing one.

This example fails the first 3 points
In Design considerations when publishing...

Screens
Use your screens to sell features or tell a story
Do they communicate enough about the game?
Do your screens have the high quality design aesthetic that modern gamers expect?
Do the screens and icon share the same look and feel?
In conclusion

Sketch:
Game will work, look and behave.
Sketch out all of the pages to ensure the logic is correct.

Research and concept:
Research your project inspire your design to or to help communicate your vision

Design:
Tile background to reuse graphics
Avoid repetition
Design to the largest size
Consider different device sizes, resolutions and ratios

Not a designer?:
For those willing to learn - online materials and tutorials
For those who don't want to design it themselves. Hire a designer.

Animation:
Makes the game fun, more engaging and Entertaining
Connect with emotional or entertain with reality
3 stages of Animation - Animate - Add Realism - Create Life

Designing the remaining pages:
Ensure design consistency
Check the user journey points to core of your App, the gameplay
Check user journey once game play has finished to ensure replay value

Publishing:
Research icon types
Make sure your icon stands out
Ensure it represents the game