

Design Document for

Kindly Ever After

Version # 3.50

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Pages are currently not accurate due to changes in content

Design History

Version 1.00

Version 1.00 is the first few ideas proposed and has since been remade.

Version 1.50

Version 1.50 is a revamp of version 1.00 and includes major revisions done to the game concept.

This version includes:

1. More movement of game concept from “Fantasy” to “Reality”.
2. Illustrations for different type of game mechanics.
3. Cinematic has been discussed.
4. Stage locations has been discussed

Version 2.00

Version 2.00 is a revamp of version 1.5 and includes a complete overhaul of the game mechanics.

Included in the changes are:

1. Game Characters Design
2. Game Mechanics
3. Tagline
4. Storyboards of Cinematic
5. Interface Design
6. Projectile Types
7. Area 1 Design

Version 2.50

1. Version 2.50 has changes in game props & heads towards puzzle solving.
2. Screenshots of V2 has been added

Version 3.00

Version 3.0 is an upgraded version of 2.50.

1. Change in art style
2. Updates in level design, tools & obstacles.

Version 3.25 (26 Dec 2012)

Version 3.25 is an upgraded version of 3.00

1. Added Splash Screen
2. Narrowing down of target audience
3. Animation List and Sound List
4. Recycle mechanic has been changed
5. Obstacle(Trapper) has been changed to Tool (Fountain)
6. Game Characters in changed art style
7. Changes and update in level design of Area 1 and Area 2
8. Area 3 has been added with new obstacle (Reflector)
9. Changes in buttons, some game screens
10. Screen shots
11. Play-test Report Version 2

Version 3.50 (13 Jan 2013)

Version 3.50 is an upgraded version of 3.25

1. Added Area 2's Sprites & Animations
2. Removed "Recycle" function and added reward indicator
3. Added Audio
4. Spirits have been named
5. Added Data-Saving
6. Added Credits Screen
7. Added Option Screen
8. Added Gallery Screen
9. Improved Slow-mo's visual
10. Added play-Test Report Version 3

Game Overview

Introduction

Kindly Ever After is an iPhone game that plays upon the concept of educating kindness into consumers. The user is a protagonist, in the form of an entity, which will convert people to being kind. There would also be an antagonist, an evil entity, which would be making people perform unkind acts. The scene takes place in areas of Singapore.

Tagline: **Always give time to make someone's day.**

The Moral Story

Within the heart of every Singaporean lies a certain level of compassion. The kindness energy gathers together and created a kind spirit. The unkindness energy also forged an unkind spirit. These two spirits are aware of each other's existence and are always against each other. They reside within Singaporean's heart, causing them to be the way they are. Every day, they are everywhere, only invisible to our eyes.

Game Play

The objective of each level is to manoeuvre the kindness spirit into the unkind spirit. The kind spirit follows the kind person of the area, which the player can trigger to hit the spirit with a tap of their finger. The kindness spirit has allies to back it up, as kindness cannot be achieved alone. Each area introduces new allies & experience.

The other objectives are to convert up to two bad people in each level by passing through them with the kindness spirit, keeping the kindness spirit within game screen and to avoid unconvertible commuters as well as daily elements. Levels are awarded with Bronze, Silver, and Gold according to completion and how many commuters the player converted. Additional score depends on the number of moves used and the amount of time taken to complete the level.

Platform

iPhone

Language

English

Target Audience

Age Range: 5 – 30

Children, Teenagers, Working Adults and Commuters

Gender: All

Features

Unique Selling Points

Invokes the idea of the word “Kindness”

Interesting cinematic which implant compassion awareness into people.

Involves thinking process of daily happenings

Interesting physics-based game mechanic

Story Line which would relate to personal life

General Features

Appealing in-game 3D Graphics

Appealing 2D Cinematic

A game with a deeper meaning and not just leisure

Puzzle solving gameplay from a top down perspective

Competitive Analysis

(Games with related game mechanics)

Siege Hero



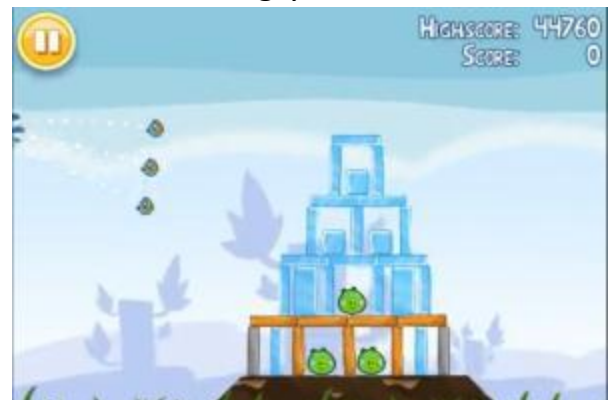
Epic Micki



World of Goo:



Angry Bird:



Flick Golf:



Cut the Rope:



Comparison Chart

Games:	Strengths	Weaknesses
Siege Hero	It is good that there is a cross hair at the side when aiming.	The cross hair takes out some place of the screen.
Epic Micki	Creative idea of coloring and brightening the world.	Requires some skills in both programming and animation.
World of Goo	Nice gauge meter showing the % needed to “color” for the level.	
Angry Bird	Many interesting and cute projectiles for player to shoot.	Constant need to zoom in and out
Flick Golf	User friendly tilting interface.	
Cut The Rope	Cute & Interesting Game Mechanic	The learning curve in “Cut the Rope” is pretty tough
Our Game	Cutesy art style & interesting game play	Limited space to place objects

Main Research for Game Idea

Cut the Rope

Initially released on October 5th 2010 in
Apple App Store

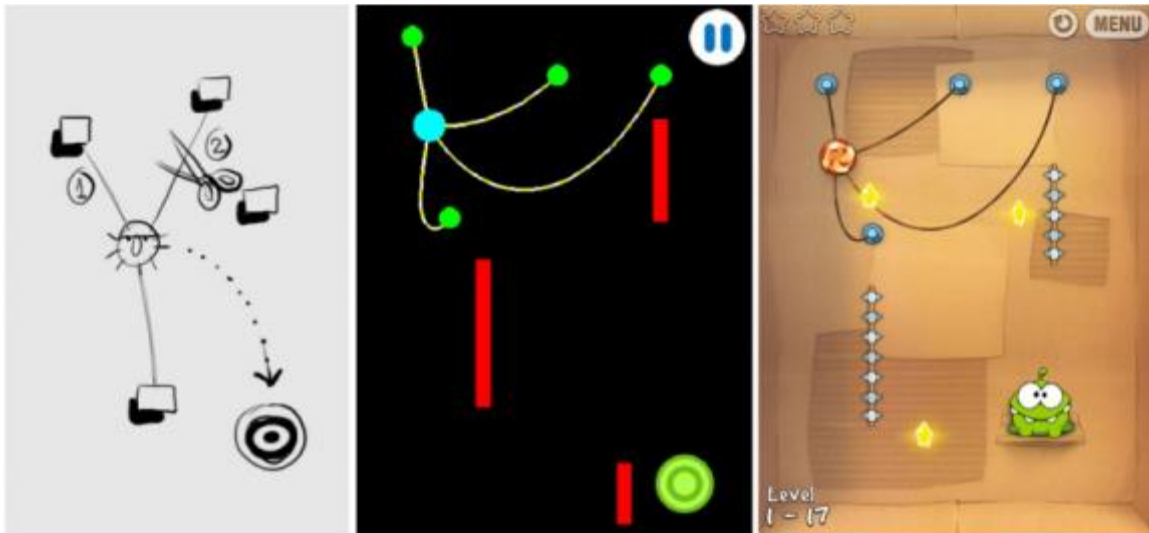
Average game session length: 3 min

Average user rating in App Store: 4.86/5

Over 100m downloads (free & paid combined)

Om Nom eats an average of 24 million candies per day

Their Game Play



Finalized Game Idea

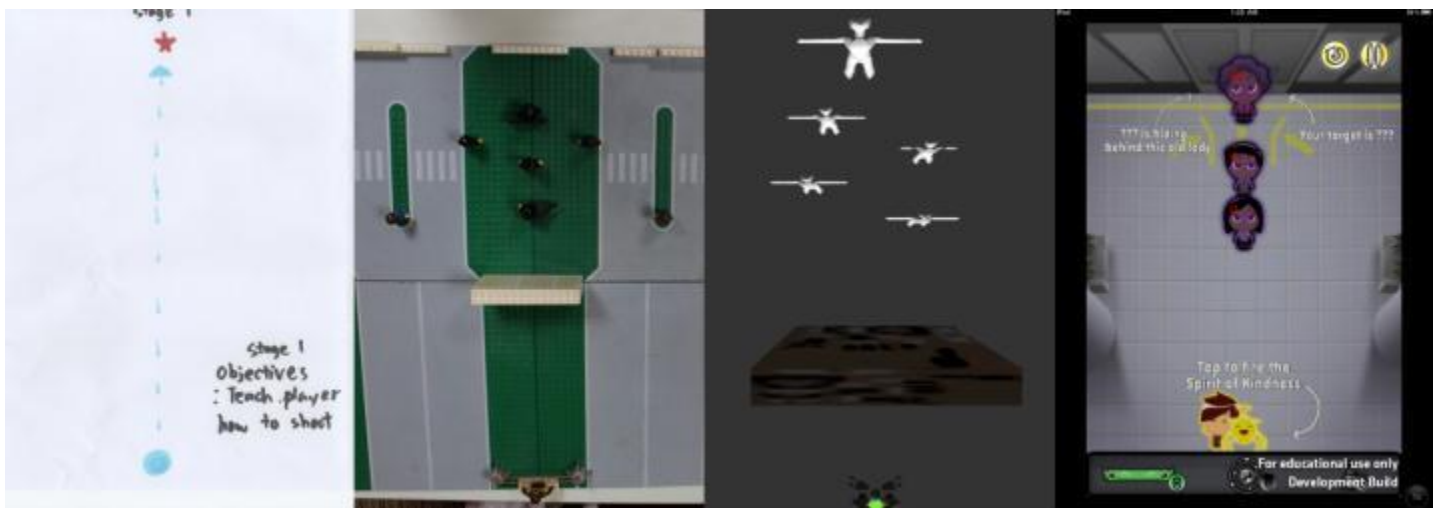
Kindly Ever After

Version 1 to be submitted to Apple App Store on 28 Jan

Version 1 to be submitted to Apple App Store on 15 Feb

Average game level length: 1.5 min

Our Game Play



The goals in level design

Make player feel smart

Appeal both to casual and advanced players

Keep players hungry for more

Research about Game Art

Lair Defense



Angry Bird



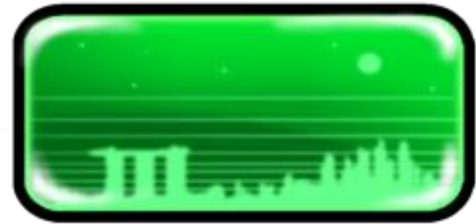
Cut The Rope



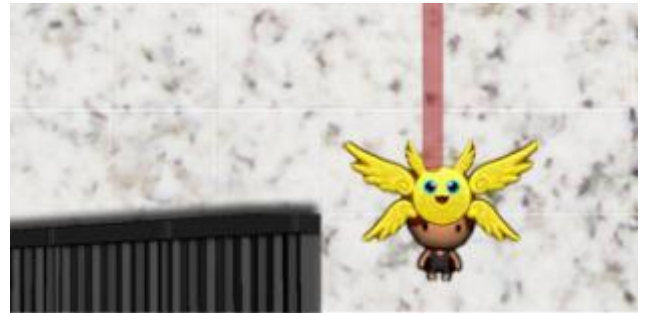
Research about Singapore



>



>



>



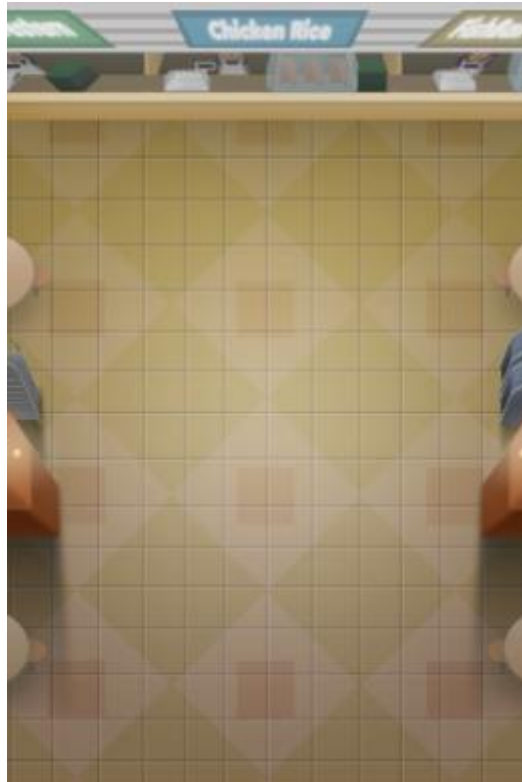
>



Area 1 Background (Train Station) (1st to 4th Art Pass)



Background Of Area 2 (Hawker Centre)



Backgrounds Of Area 3 (On the Road)



Core Game Mechanics

Camera View: Top-Down Perspective, 2.5D

Game Objective:

Release the unkindness from the commuters & defeat the unkind spirit.

Rules:

Defeat the unkind spirit boss which resides in the commuter.

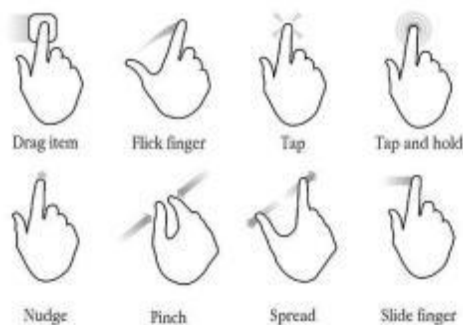
Rewards:

The player earns scores by using the shortest way to defeat the boss.
Bonus stage/skin is unlocked when certain achievement has been made.
Cinematic is unlocked whenever area is cleared.

Controls:

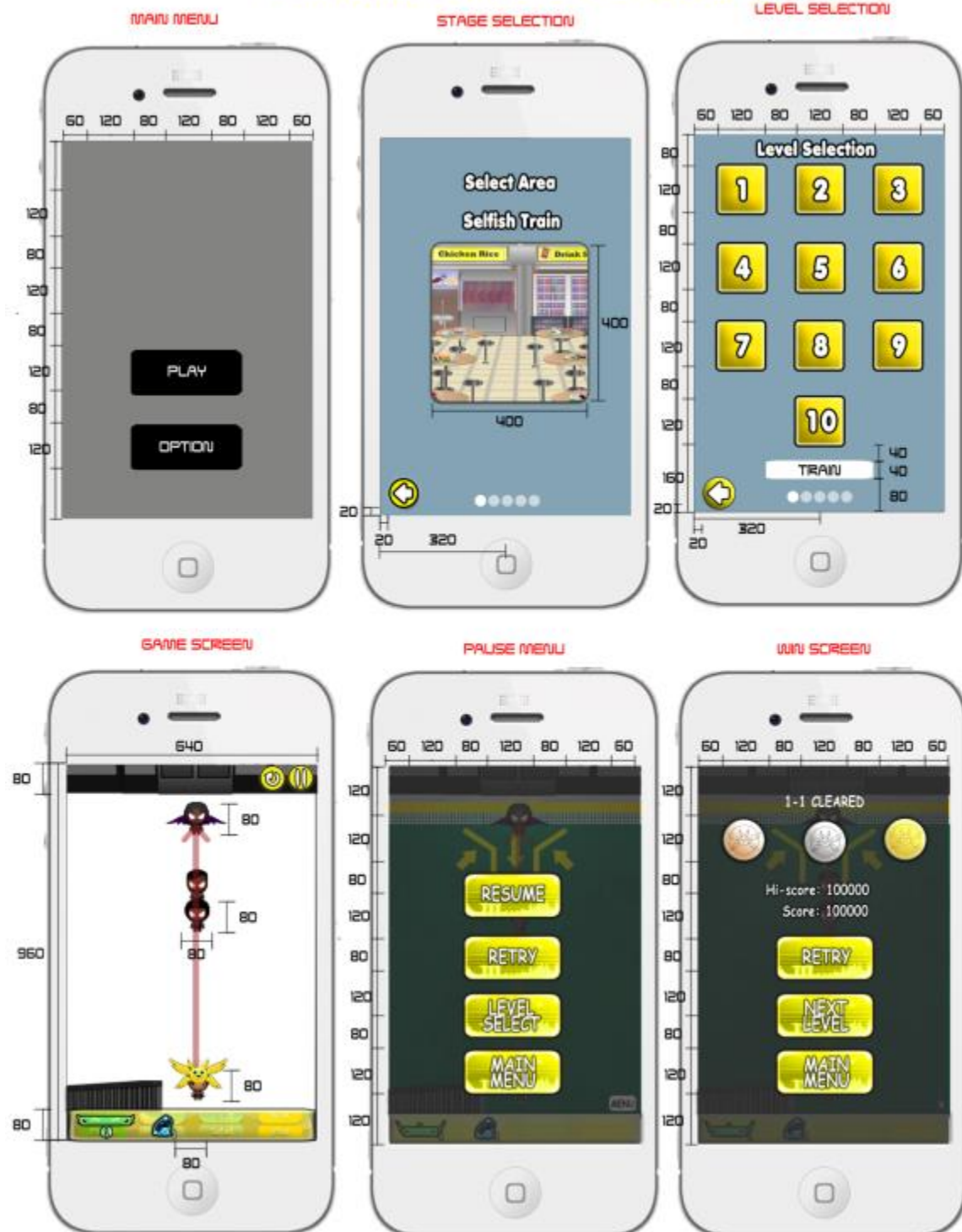
Hold and drag spirits to move them.
Drag to field and release to place.
One-finger tap on built spirits to rotate.
Hold and drag existing spirits to move them.
Single-finger tap on player to fire spirit.

Control	Function
Single- finger Tap	Rotate Wall/Interact Fountain
Hold & Drag	Move
Two- Finger Tap	-
Slide Left	Pan Screen Left
Slide Right	Pan Screen Right
Pinch	-
Spread	-



Menu & User Interface Layout

ALL CALCULATIONS ARE IN PIXELS



Protagonist

BR (Idle)



Area 1

BR (Wave)



Idle



Area 2

Wave



Antagonist

Before (Unkind)

Area 1

After (Kind)



Before (Unkind)

Area 2

After (Kind)



Before (Unkind)

Area 3

After (Kind)

Commuters (Current Version)

Before (Unkind)



After (Kind)



Commuters (Past Version)

Before (Unkind)



Area 2

After (Kind)



Commuters

Before (Unkind)



Area 1

After (Kind)



Before (Unkind)



Area 2

After (Kind)



Before (Unkind)



Area 3

After (Kind)



Kylie (Protagonist)

Overview

The player has the Spirit of Kindness, firing it to convert commuters & defeat the evil spirit.



Player Information

Player abilities:

Win the game when collided with the boss.
Converts the evil commuters.

Player weaknesses:

Spirit dies upon contact with edge of game's screen.
Spirit cannot touch obstacles created by the Boss.

Actions

Spinning

Death



Jink (Antagonist)

Overview

Spirit of Unkind is the antagonist which follows different character in each area. Defeating it will clear the area.



Antagonist Information

Antagonist abilities:

The spirit raises obstacles to hinder with player's path of shooting.

Antagonist weaknesses:

The Antagonist is vulnerable to the Kindness Spirit.

Merril (Wall)

Overview

Spirit of Consideration is one of protagonist's allies. It comes in the form of a green brick.



Ally Information

Antagonist abilities:

It aids in bouncing the Spirit of Kindness upon collision.

Antagonist function:

Hold & Drag = Move

Tap = Rotate

Actions

Moved

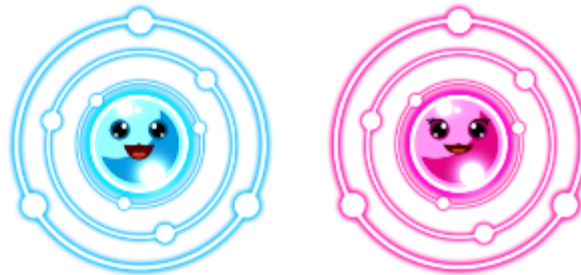
Unbuildable



Puchio & Jellio (Portal)

Overview

Spirit of Patience is one of protagonist's allies. It comes in the form of a portal. They are brother and sisters. Two must exist in order to function.



Ally Information

Ally abilities:

It aids in teleporting the Spirit of Kindness from one portal to another.

Ally function:

Hold & Drag = Move

Actions

Moved

Unbuildable



Slush (Fountain)

Overview

Spirit of Gracious is one of protagonist's allies. It has the resemblance of a whale.



Ally Information

Ally abilities:

It sends Spirit of Kindness jumping upon contact giving player more time to think.

Ally function:

Hold & Drag = Move

Tap = Release (Only if Kindness is on it)

Ally (Boost)

Overview

Ally Information

Ally abilities:

It speeds up the Spirit of Kindness for a short duration, giving it the ability to destroy certain obstacles in its way.

Ally function:

Tap & Hold = Move

Obstacle (Wall)

Overview

One of the obstacles created by the Spirit of Unkindness.
It is a dangerous spiked ball of menace.



Obstacle Information

Obstacle abilities:

It kills the Kindness Spirit upon contact.

Obstacle function:

It can move from one spot to another.

Obstacle (Reflector)

Overview

Reflector is created by the Spirit of Unkindness.
It comes in the form of a mirror.

To be added

Obstacle Information

Obstacle abilities:

It reflects every existing walls on the game field.

Obstacle function:

It can be triggered multiple times.

Reward System



= 1 x



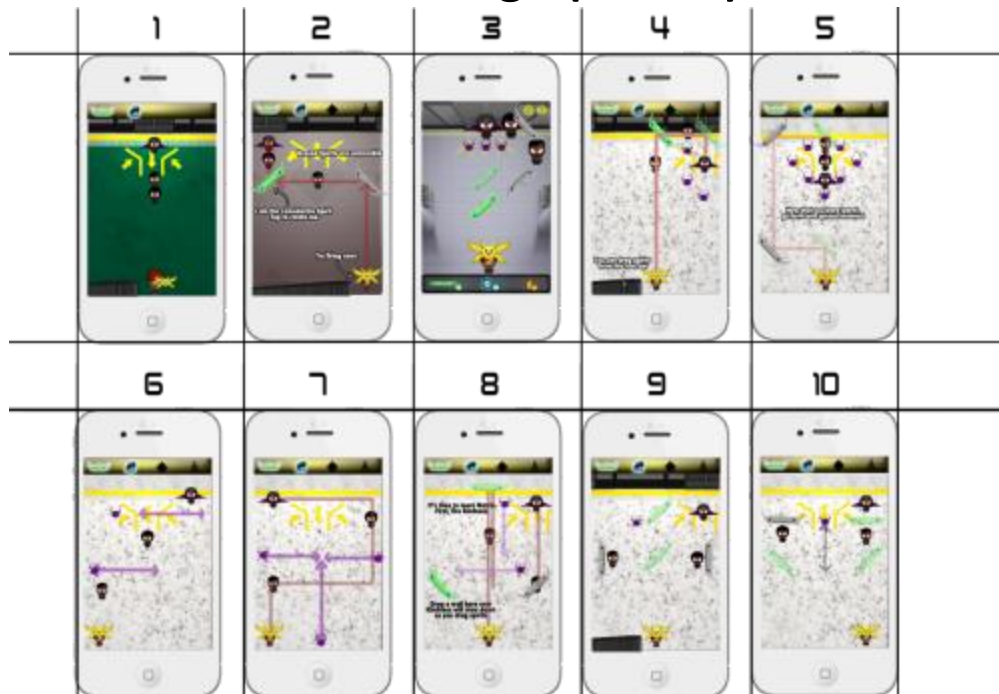
= 2 x



= 3 x



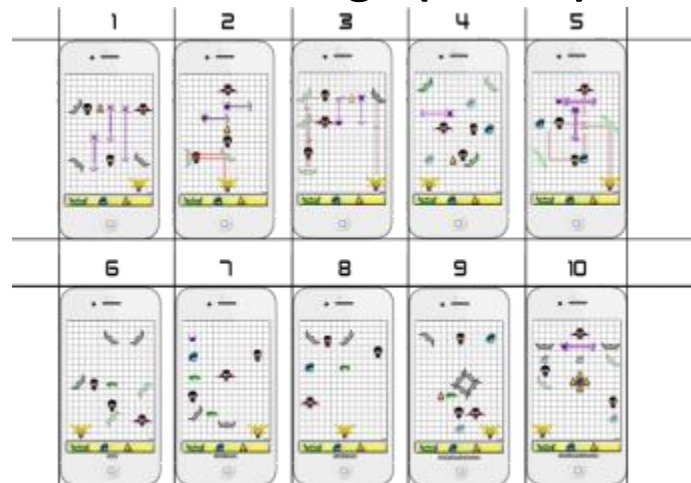
Level Design (Area 1)



Level Design (Area 2)

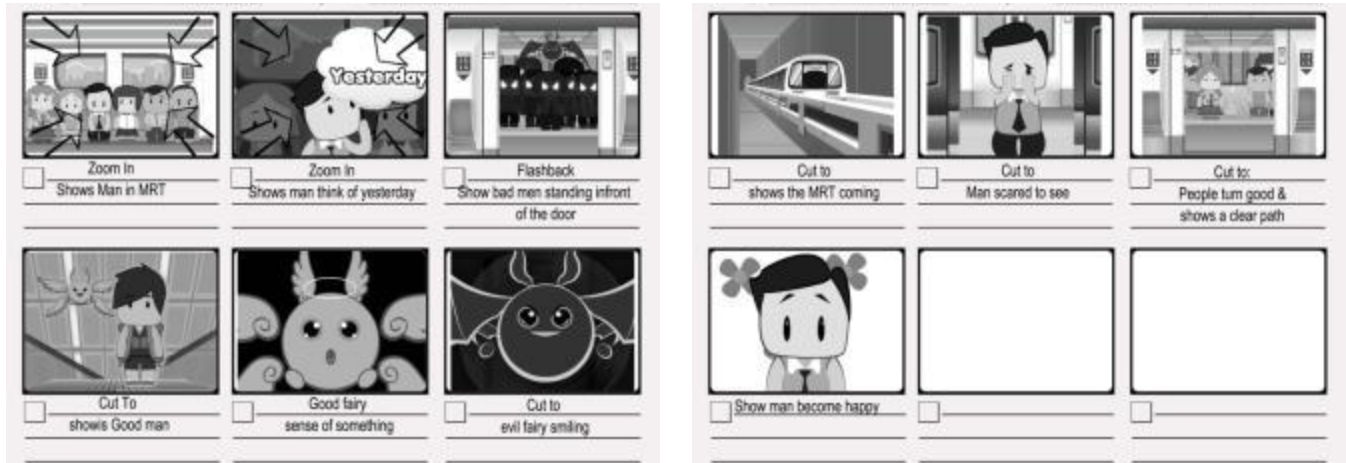


Level Design (Area 3)

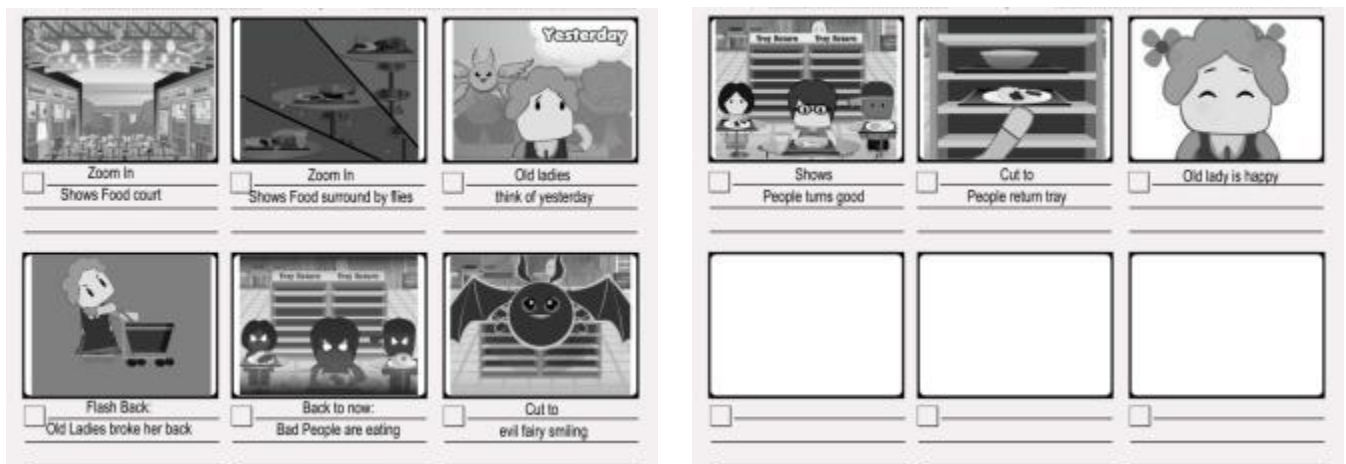


Story Board (01)

Area 1

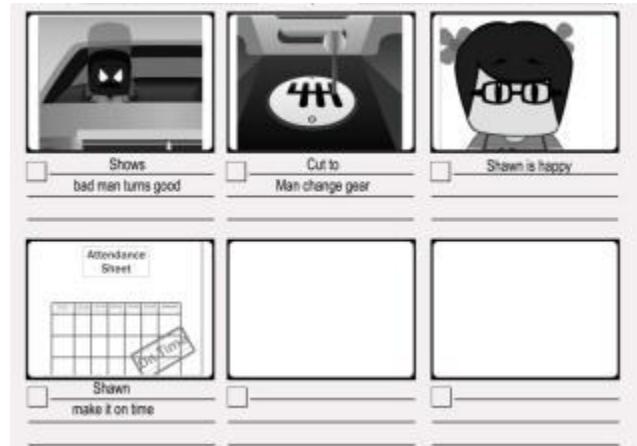
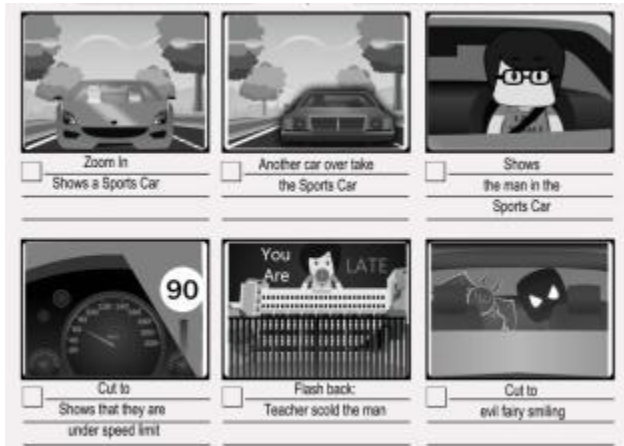


Area 2

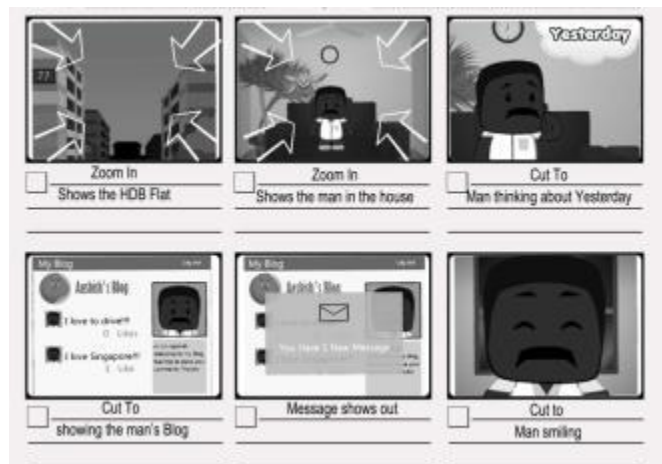


Story Board (02)

Area 3



Area 4



Cinematics



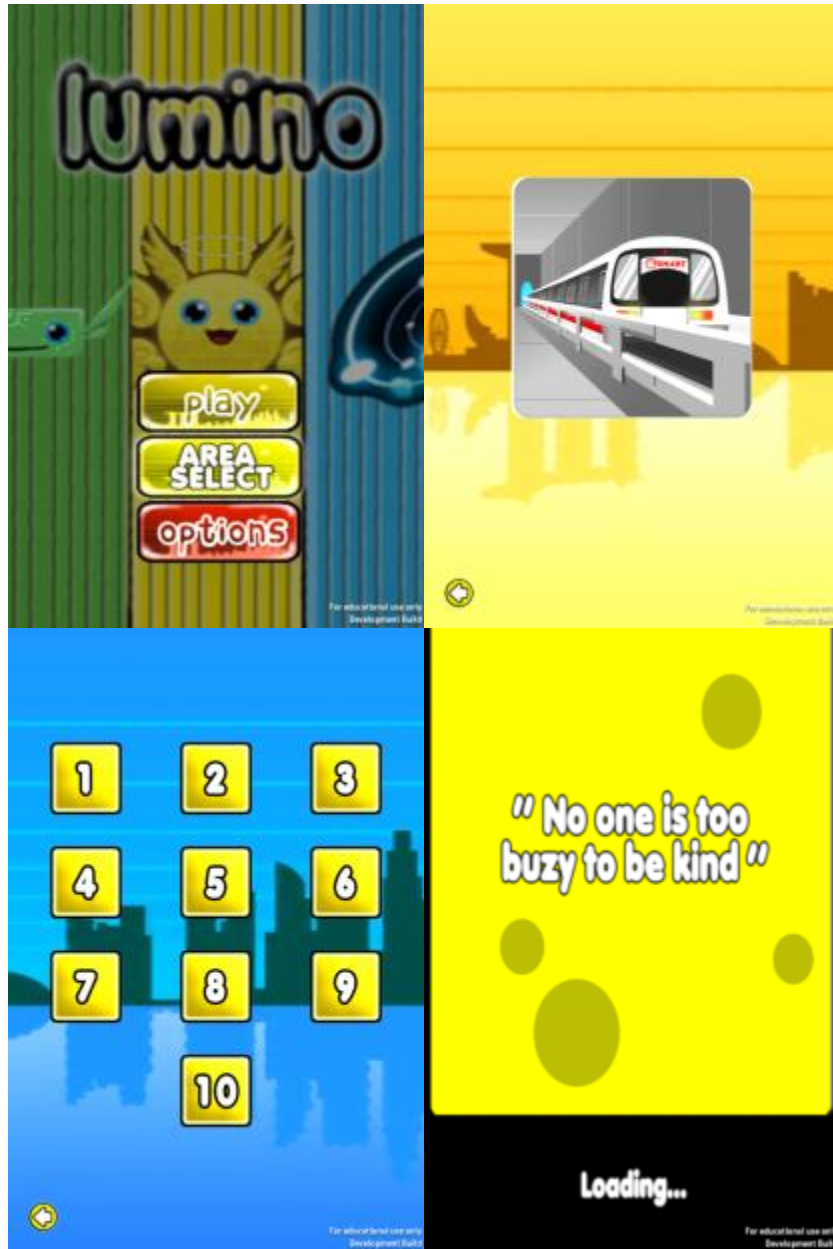
Animation List

NAME	Frames	Type	Status	Importance	Comments
Player(Area 1)					
Idle	4	aterpolate	Done	*****	Waving Hands
Fire Kindness Spirit				*****	TBC
Player(Area 2)					
Idle	4	aterpolate			Waving Hands
Fire Kindness Spirit					TBC
Player(Area 3)					
Idle	4	aterpolate			Waving Hands
Fire Kindness Spirit					TBC
Player(Area 4)					
Idle	4	aterpolate			Waving Hands
Fire Kindness Spirit					TBC
Kindness Spirit					
Idle	5	Loop	Done	*****	Flapping wings
Moving	1		Done	*****	Rotating like Sonic the hedgehog
Collision with Wall				*****	
Collision with Portal				*****	
Collision with Boss				*****	
Unkindness Spirit	5				
Idle	5	Loop		*****	Appearing behind evil computer, taunting
Wall(Considerate Spirit)					
Idle	4	Loop	Done	*****	Ears Flapping
Moved	4	Loop	Done	*****	Mouth Open, Ears Flapping
Collision with Kindness				*****	
Rotate	4	Loop		*****	
Unbuildable	1		Done	*****	Turn Red
Portal(Patience Spirit)					
Idle	2	Loop	Done		Rotating circles
Moved	1		Done		Mouth Open Bigger
Collision with Kindness					
Fountain(Gracious Spirit)					
Idle	5	Loop			
Moved					
Collision with Kindness					
After Tapping					Disperse?
Bad Human(Area 1)					
Idle	4	aterpolate	Done	*****	
Converted	1		Done	*****	
Boss(Area 1)					
Bad	4	aterpolate	Done	*****	
Converted	1		Done	*****	
Bad Human(Area 2)			Done		
Idle	4	aterpolate	Done		
Converted	1		Done		
Boss(Area 2)					
Bad	4	aterpolate			
Converted	1				
Bad Human(Area 3)					
Idle	4	aterpolate			
Converted	1				
Boss(Area 3)					
Bad	4	aterpolate			
Converted	1				
Bad Human(Area 4)					
Idle	4	aterpolate			
Converted	1				
Boss(Area 4)					
Bad	4	aterpolate			
Converted	1				

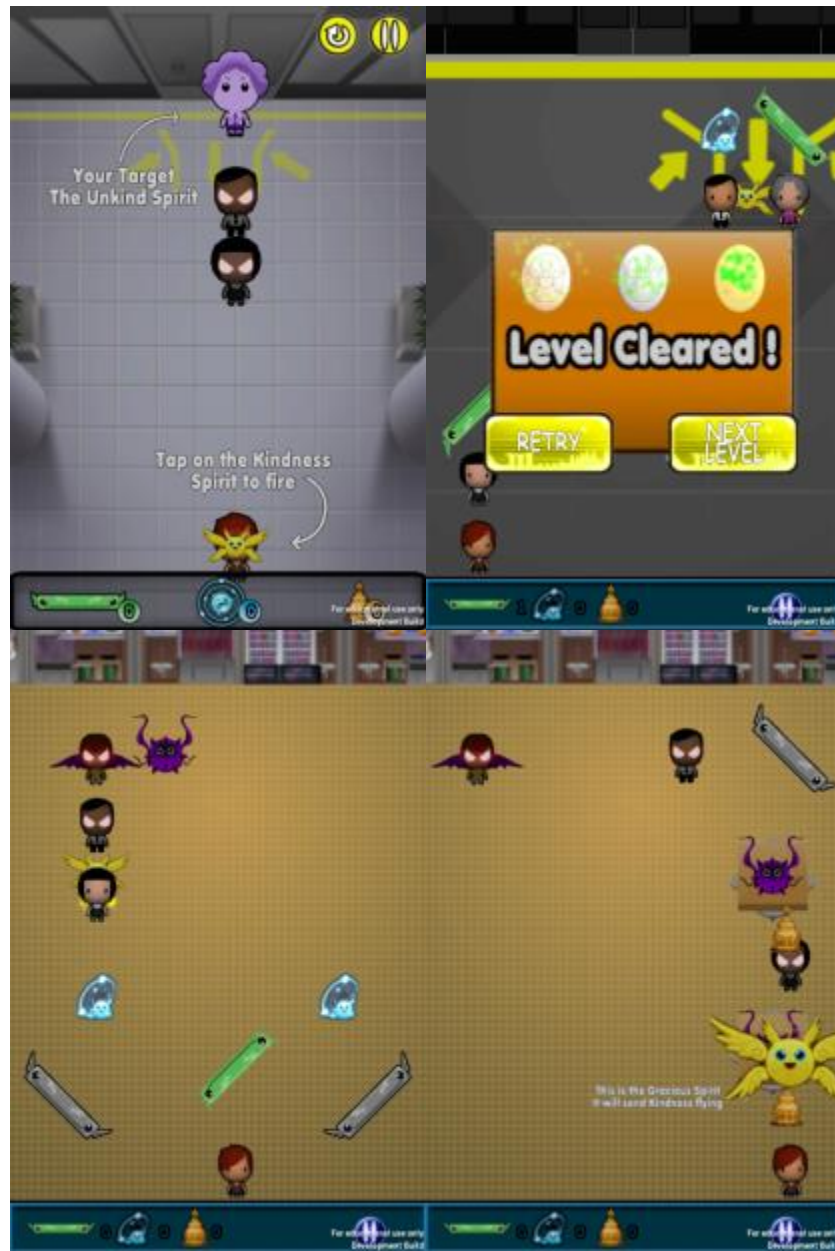
Sound List

NAME	Type	Status	Importance	Duration	Comments
Menu	BGM	Done			
Splash Screen	SFX		*****		Appearing of Light, Quick Disappearing of Light
Area Select	BGM		*****		
Stage Select	BGM		*****		
Load Area	BGM		*****		
Load Level	BGM		*****		
Load Game	BGM	Done	*****		
Area 1	BGM	Done	*****		Cute calming music
Area 2	BGM				Cute calming music
Area 3	BGM				Cute calming music
Area 4	BGM				Cute calming music
Area 1 Level Load Screen Sound	SFX		*****		Train door closing, Train door open
Area 2 Level Load Screen Sound	SFX				Shutters coming down, shutters coming up
Area 3 Level Load Screen Sound	SFX				Car driving, brake, car drives off
Area 4 Level Load Screen Sound	SFX				
Winning Screen Appearing	SFX		*****		Rewarding mood
Medals Appearing	SFX		*****		Relating to Golden Feather
Scores Calculating	SFX		*****		
Buttons Tapped	SFX		*****		
Commuter Converted	SFX		*****		
Boss (Idle)	SFX		*****		Provoking Laughter
Boss (Converted)	SFX		*****		
Kindness (Fired)	SFX		*****		
Kindness (Death)	SFX		*****		
Wall (Tapped)	SFX	Done	*****		
Wall (Taken Up)	SFX	Done	*****		
Wall (Placed Down)	SFX	Done	*****		
Wall (Recycled)	SFX		*****		
Wall (Contact with Kindness Spirit, bouncing it)	SFX	Done	*****		
Portal (Taken Up)	SFX				
Portal (Placed Down)	SFX				
Portal (Recycled)	SFX				
Portal (Contact with Kindness Spirit, teleporting it)	SFX				
Fountain (Taken Up)	SFX				
Fountain (Placed Down)	SFX				
Fountain (Recycled)	SFX				
Fountain (Contact with Kindness Spirit, levitating it)	SFX				
Trapper (Trapping Kindness Spirit)	SFX				
Trapper (Tapped and releasing Kindness Spirit)	SFX				

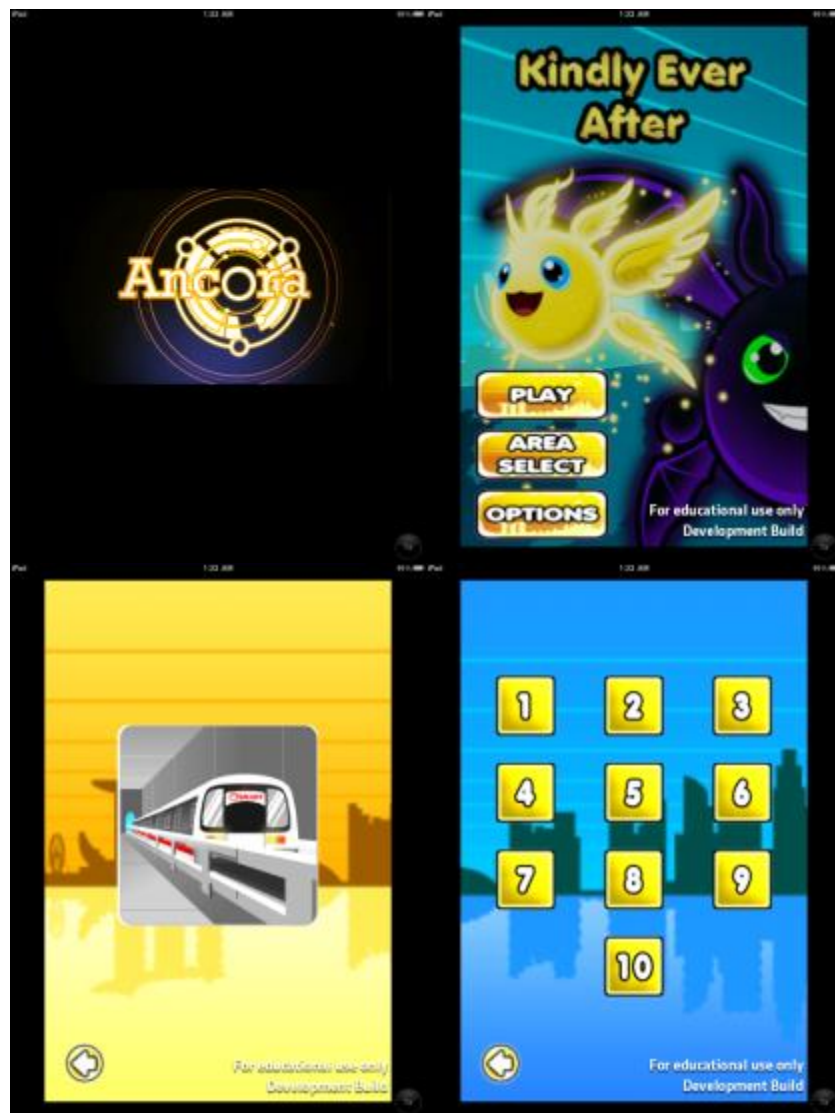
Screen Shots. V2 (01)



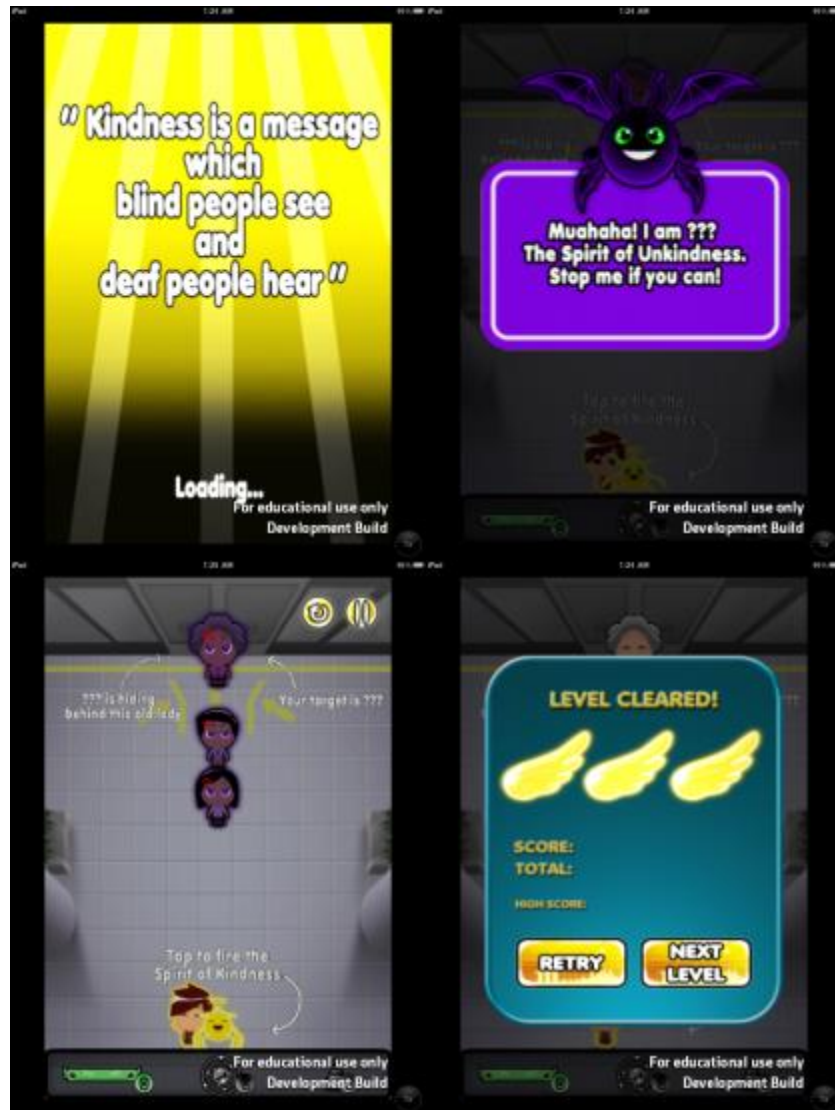
Screen Shots. V2 (02)



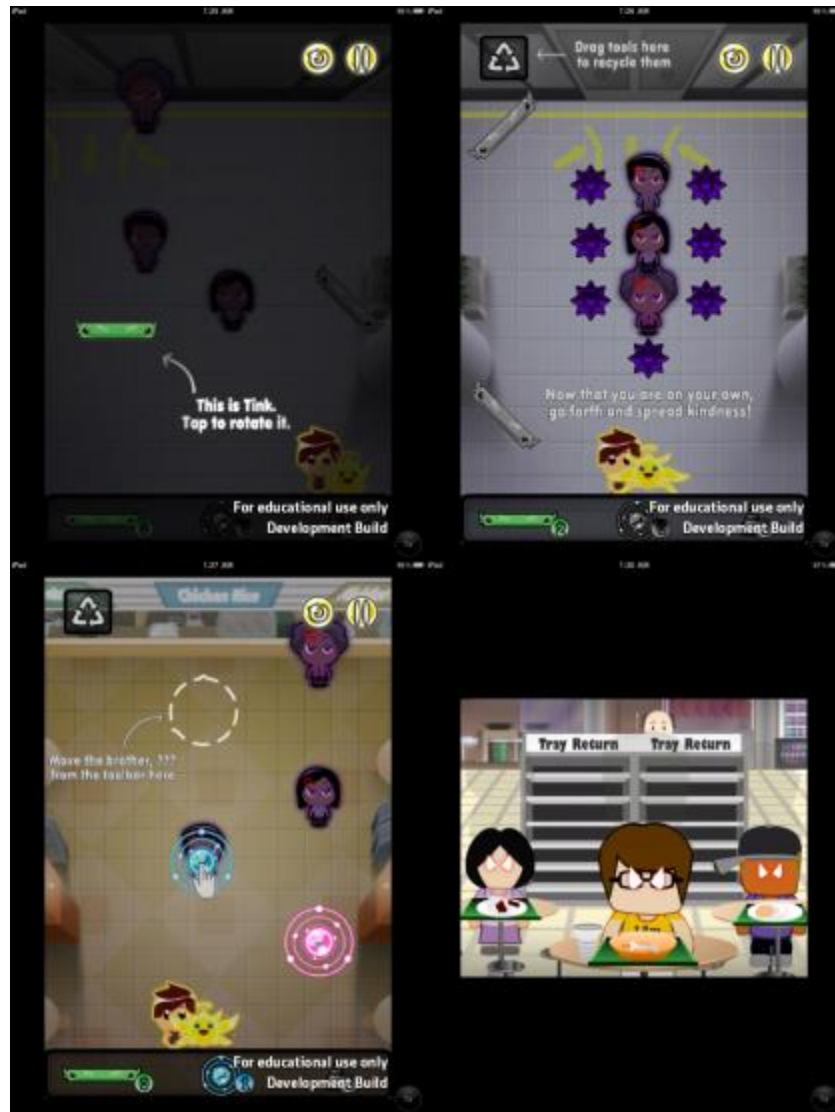
Screen Shots. V3 (01)



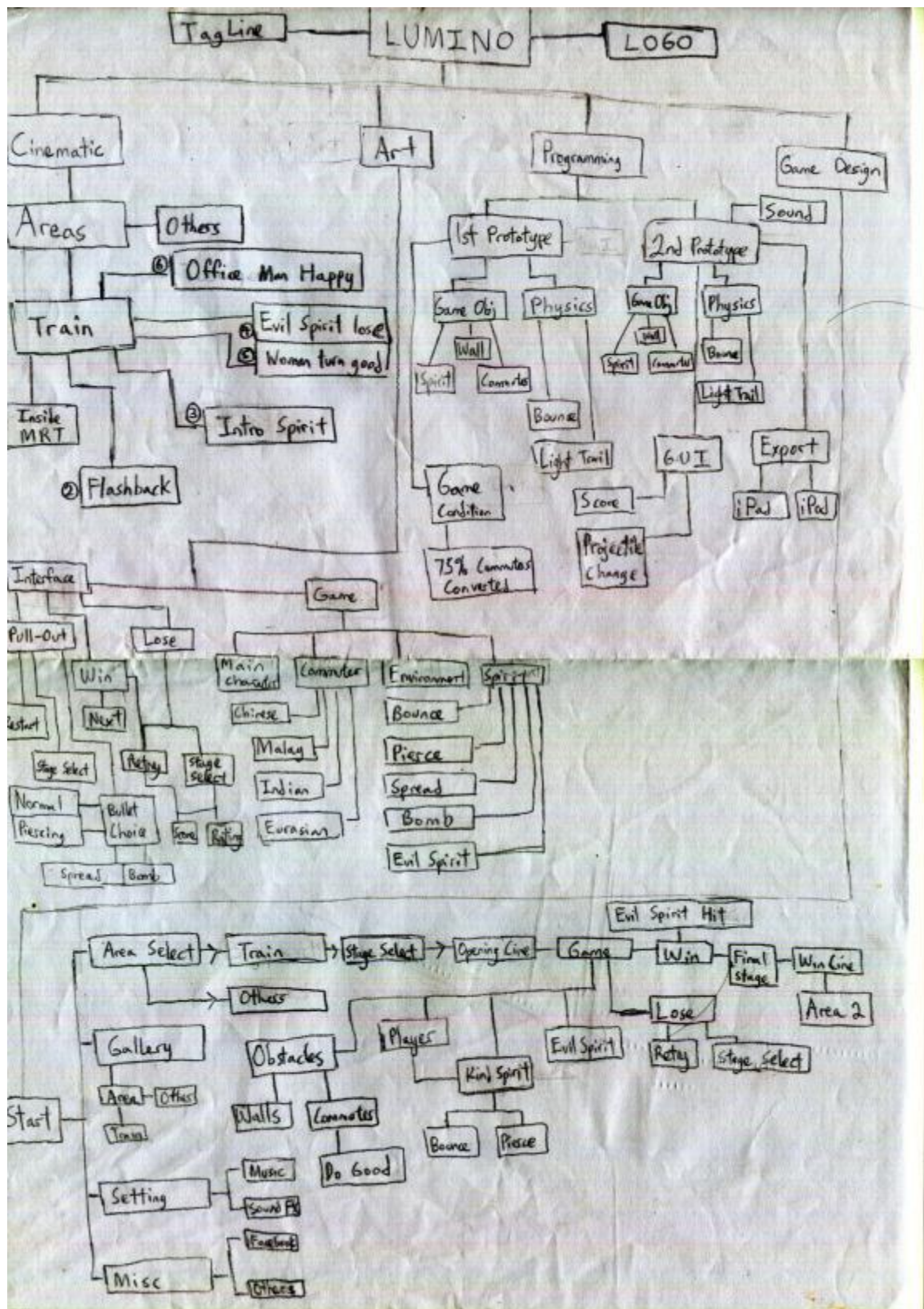
Screen Shots. V3 (02)



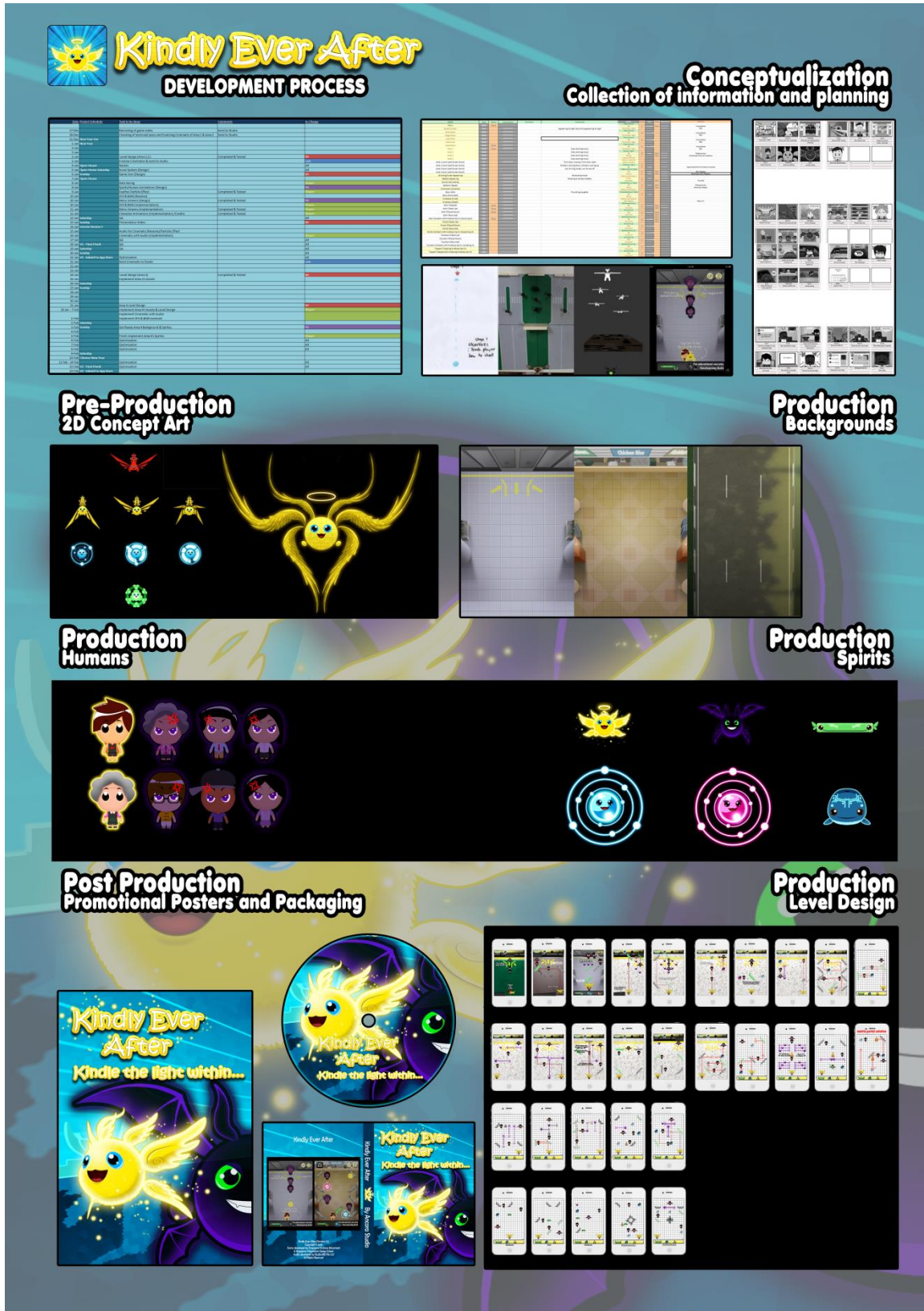
Screen Shots. V3 (03)



Flow Chart Draft

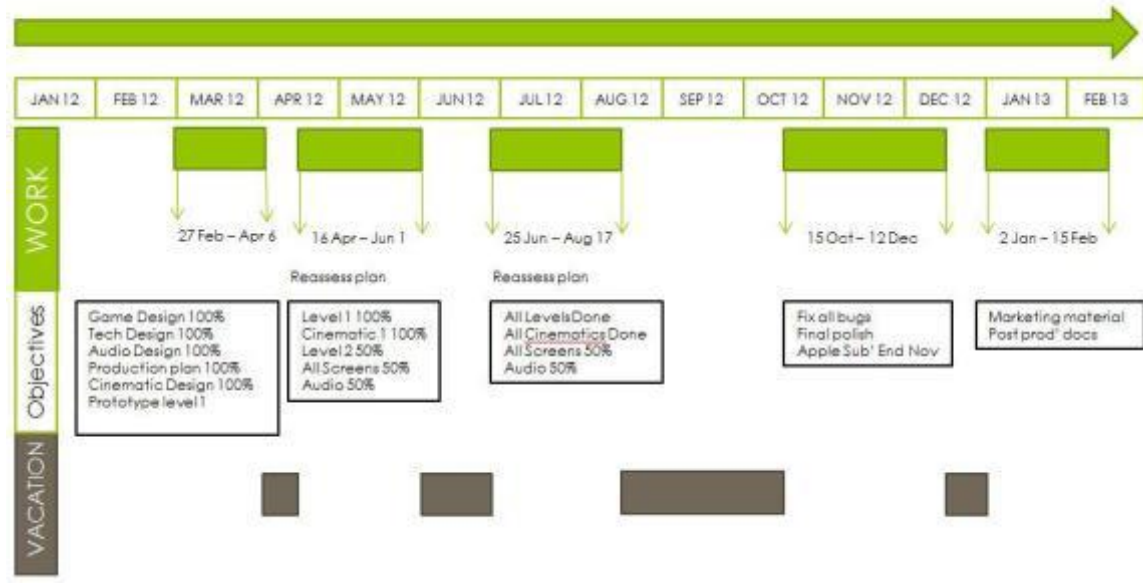


Pipeline



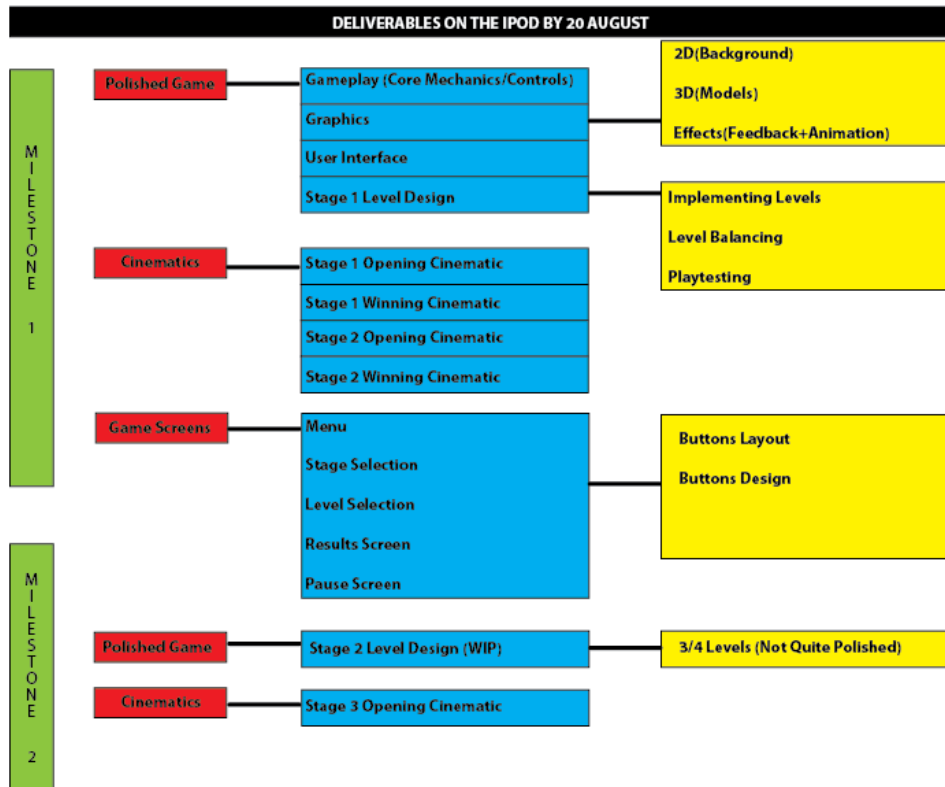
Appendix

9. Schedule



Schedule





Schedule

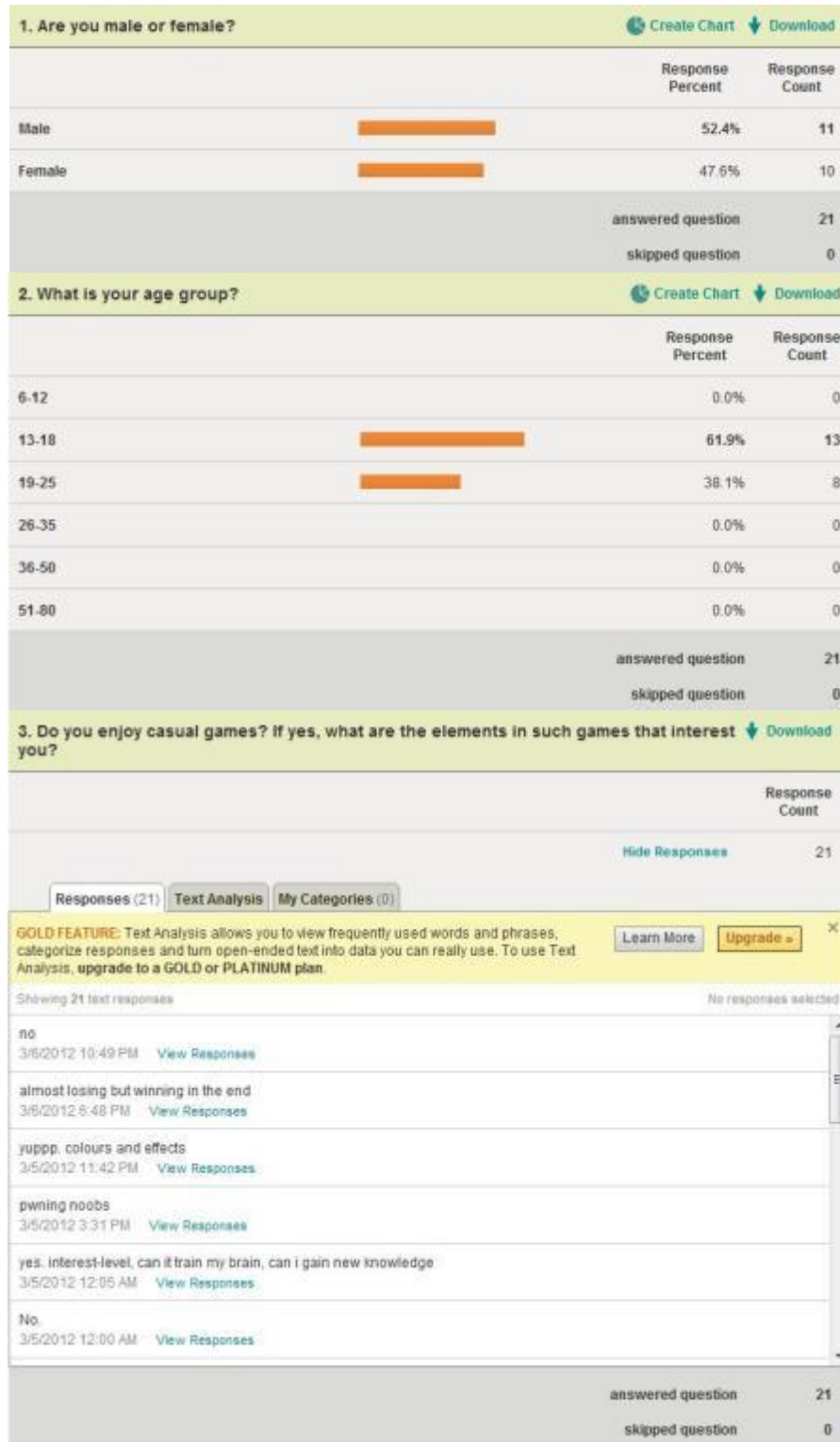


Overall Schedule

27-Dec		Recording of game video	Send to Studio
28-Dec		Checking of technical specs and finalising Cinematic of Area 1 & Area 2	Send to Studio
31-Dec	New Year Eve		
1-Jan	New Year		
2-Jan			
3-Jan			
3-Jan		Level design (Area 1,2)	Completed & Tested
3-Jan		Finalise Cinematics & send to studio	
4-Jan	Open-House	Names	
5-Jan	Saturday	Score System (Design)	
6-Jan	Sunday	Game Icon (Design)	
7-Jan	Open-House		
8-Jan		Data Saving	
8-Jan		Spirits/Human Animations (Design)	
9-Jan		Feather Particle Effect	Completed & Tested
10-Jan		SFX & BGM (Receive)	
10-Jan		Menu Screens (Design)	Completed & Tested
10-Jan		SFX & BGM (Implementation)	
11-Jan		Menu Screens (Implementation)	Completed & Tested
11-Jan		Character Animations (Implementation) /Credits	Completed & Tested
12-Jan	Saturday	QA	
13-Jan	Sunday	Presentation Slides	
14-Jan	Interim Review 5		
15-Jan		Audio for Cinematic (Receive)	
16-Jan		Cinematic with Audio (Implementation)	
17-Jan		QA	
18-Jan	V1 - Final Check	QA	
19-Jan	Saturday	QA	
20-Jan	Sunday	QA	
21-Jan	V1 - Submit to App Store	Optimization	
22-Jan			
23-Jan			
24-Jan		Level design (Area 3)	Completed & Tested
25-Jan			
26-Jan	Saturday		
27-Jan	Sunday		

28-Jan			
29-Jan			
30-Jan			
31-Jan			
29 Jan - 7 Feb		Implement Area 4's Assets & Level Design	
2-Feb	Saturday		
3-Feb	Sunday	Get Ready Area 4 Background	
4-Feb		Get Ready all Area 3 & Area 4's Character Animations	
5-Feb			
6-Feb		Finish implement Area 3 & Area 4's Character Animations	
7-Feb		Optimization	
8-Feb		Implement Cinematic with Audio Implement SFX & BGM received	
9-Feb	Saturday		
10-Feb	Chinese New Year		
11 Feb - 14 Feb		Optimization	
15-Feb	V2 - Final Check	Optimization	
19-Feb	V2 - Submit to App Store		

Survey



4. Do you have a smart phone? If yes, please name a few games that you think is fun.
Download

Response Count

Hide Responses

19

Responses (19)
Text Analysis
My Categories (0)

GOLD FEATURE: Text Analysis allows you to view frequently used words and phrases, categorize responses and turn open-ended text into data you can really use. To use Text Analysis, upgrade to a GOLD or PLATINUM plan.

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Showing 19 text responses
No responses selected

yes. draw something

3/5/2012 10:49 PM

View Responses

yes , fruit ninja, draw something

3/5/2012 6:48 PM

View Responses

word search, tap o war, veg samurai

3/5/2012 11:42 PM

View Responses

yes. diamond dash, hanging wif friends, scramble wif friends, temple run, ninja ponk

3/5/2012 12:05 AM

View Responses

No

3/5/2012 11:54 AM

View Responses

Yes, draw something

3/5/2012 11:40 AM

View Responses

answered question

19

skipped question

2

5. Would you play a game that involves daily routines. (E.G, getting on the MRT, going to work, eating at hawker centres etc.)
Create Chart
Download

Response Percent

Response Count

Yes

28.5%

6

No

71.4%

15

answered question

21

skipped question

0

6. Do you enjoy educational games? Please tell us why.
Download

Response Count

Hide Responses

21

Responses (21)
Text Analysis
My Categories (0)

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Showing 21 text responses
No responses selected

no. cos it sucks

3/5/2012 10:49 PM

View Responses

not really unless there are achievements to get and boast about

3/5/2012 5:48 PM

View Responses

depends, if its on a topic i like, i'll like the game, because i would want to learn more on something that interests me

3/5/2012 11:42 PM

View Responses

no.

3/5/2012 3:31 PM

View Responses

yea. get to educate myself on other topic and interest since poly doesnt really teach much on other subjects other than our own course.

3/5/2012 12:05 AM

View Responses

No. Usually too boring.

3/5/2012 12:00 AM

View Responses

answered question

21

skipped question

0

7. In what way do you think educational games can be improved?
Download

Response Count

Hide Responses 21

Responses (21) Text Analysis My Categories (0)

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Showing 21 text responses No responses selected

noway, it cant be helped
3/6/2012 10:49 PM [View Responses](#)

more opinion and humor
3/6/2012 6:48 PM [View Responses](#)

make it more fun/challenging and allowing us to play versus
3/5/2012 11:42 PM [View Responses](#)

remove da educatin
3/5/2012 3:31 PM [View Responses](#)

can be able to play against other friends?
3/5/2012 12:05 AM [View Responses](#)

More exciting elements.
3/5/2012 12:00 AM [View Responses](#)

answered question 21
skipped question 0

8. In a game, would you prefer to be the "bad guy" or the "good guy"? Why?
Download

Response Count

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Responses (21) Text Analysis My Categories (0)

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Showing 21 text responses No responses selected

good guy. cos badguy sucks
3/6/2012 10:49 PM [View Responses](#)

good guy
3/6/2012 6:48 PM [View Responses](#)

good guy. so i can do things some things i cant possibly do in real life and feel kind and awesome
3/5/2012 11:42 PM [View Responses](#)

to be the guy.
3/5/2012 3:31 PM [View Responses](#)

bad guy. it's more interesting to be the bad guy. too much good guy in the real world is boring LOL
3/5/2012 12:05 AM [View Responses](#)

Bad guy. More interesting.
3/5/2012 12:00 AM [View Responses](#)

answered question 21
skipped question 0

Playtest Report V1 (01)

1) What is your age?

19

2) Any comments/suggestions for the game you just played?

The game mechanics are simple.

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Yes, this genre makes me to think of a solution to solve the puzzle.

4) Are you interested to play more if more levels are out?

Sure, why not?

1) What is your age?

25

2) Any comments/suggestions for the game you just played?

The game and cinematic are interesting and cute.

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Yes. I'm a pacifist.

4) Are you interested to play more if more levels are out?

Definitely!

Playtest Report V1 (02)

1) What is your age?

15

2) Any comments/suggestions for the game you just played?

More spirits!

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Kind of. Thinking makes me feel alive.

4) Are you interested to play more if more levels are out?

Yes. I want to see more spirits!

1) What is your age?

19

2) Any comments/suggestions for the game you just played?

Better graphics.

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Depends. This is potential in my opinion.

4) Are you interested to play more if more levels are out?

Playtest Report V1 (03)

Yeah. _____

1) What is your age?

5 _____

2) Any comments/suggestions for the game you just played?

I want to hear the spirits make cute sounds! _____

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Yeahhhhh _____

4) Are you interested to play more if more levels are out?

Yes. They are very cute.

1) What is your age?

21 _____

2) Any comments/suggestions for the game you just played?

Abit animations and sounds here and there with changes in graphics would be great. _____

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Sure, makes me feel like a better man. _____

4) Are you interested to play more if more levels are out?

Yeap, they allured me.

Playtest Report V1 (04)

1) What is your age?

16

2) Any comments/suggestions for the game you just played?

I learnt the way to play the game easily.

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

No, I don't play fighting games. I play music and dancing games.

4) Are you interested to play more if more levels are out?

Nope.

1) What is your age?

27

2) Any comments/suggestions for the game you just played?

The spirits are easy to remember, the game is quite easy?

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Yes, I feel this to be more engaging.

4) Are you interested to play more if more levels are out?

Yes. I am interested and the story makes me want to find out more about what happened.

Playtest Report V1 (05)

1) What is your age?

15

2) Any comments/suggestions for the game you just played?

I find it kind of easy. Maybe it's just me.

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

As long as it's fun and not too hard, sure.

4) Are you interested to play more if more levels are out?

Yes.

1) What is your age?

19

2) Any comments/suggestions for the game you just played?

Learning is straightforward and the cinematic draws my curiosity.

3) Do you prefer this type of game mechanics compared to a game where you can attack and kill enemies?

Yeap, I love being a strategist.

4) Are you interested to play more if more levels are out?

I am looking forward.

Playtest Report V2 (01)

1. Please tell us your gender and age range.				Create Chart	Download
		Response Percent	Response Count		
1a) Male		100.0%	2		
2a) Female		0.0%	0		
1b) 5 - 12		0.0%	0		
2b) 13 - 16		0.0%	0		
3b) 17 - 21		100.0%	2		
4b) 22 - 30		0.0%	0		
5b) Above 30		0.0%	0		
			answered question	2	
			skipped question	0	

2. What do you understand about the cinematic (in area 1)?				Download
		Response Count		
			Hide Responses	2
Responses (2) Text Analysis My Categories (0)				
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Showing 2 text responses				No responses selected
The stories of a typical singaporean in his train ride. 11/14/2012 7:39 PM View Responses				
that commuters and civilians have no moral kindness 11/14/2012 6:46 PM View Responses				

Playtest Report V2 (02)

3. Do you understand the link between the cinematic and the game play? Please tell us why. [Download](#)

	Response	Count
		2

[Hide Responses](#)

[Responses \(2\)](#) [Text Analysis](#) [My Categories \(0\)](#)

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Showing 2 text responses: No responses selected

Yes. There is a good side and a evil side, and the purpose is to challenge to beat the evil villian lol.
11/14/2012 7:39 PM [View Responses](#)

yea, the game is a metaphor as to how moral kindness can solve the unhappiness as shown in the cinematic
11/14/2012 6:46 PM [View Responses](#)

4. What do you think of the visuals in the cinematic? [Download](#)

	Response	Count
		2

[Hide Responses](#)

[Responses \(2\)](#) [Text Analysis](#) [My Categories \(0\)](#)

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Showing 2 text responses: No responses selected

Cute in a way.
11/14/2012 7:39 PM [View Responses](#)

the visuals are interesting; it is easy to understand
11/14/2012 6:46 PM [View Responses](#)

Playtest Report V2 (03)

5. On a scale of 1 - 10, please rate the fun fact of the game play (1 being the worst and 10 being the best).			Create Chart	Download
		Response Percent	Response Count	
1.		0.0%	0	
2.		0.0%	0	
3.		0.0%	0	
4.		0.0%	0	
5.		0.0%	0	
6.		0.0%	0	
7.		0.0%	0	
8.		50.0%	1	
9.		50.0%	1	
10.		0.0%	0	
answered question			2	
skipped question			0	

6. Please tell us the reason behind your rating in Qn03.		Download
		Response Count
		Hide Responses 2
Responses (2) Text Analysis My Categories (0)		
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Showing 2 text responses		No responses selected
I am enjoying the game, thats the reason. 11/14/2012 7:39 PM View Responses		
the experience is refreshing compared to other games since the story behind it holds more value 11/14/2012 6:46 PM View Responses		

Playtest Report V2 (04)

7. What are the problems that you face while playing the game?

[Download](#)

Response	Count
	2

[Hide Responses](#)

[Responses \(2\)](#) [Text Analysis](#) [My Categories \(0\)](#)

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Showing 2 text responses No responses selected

Had to solve the stages in a several ways.
11/14/2012 7:39 PM [View Responses](#)

there was difficulty in controlling and moving the green wall.
11/14/2012 6:46 PM [View Responses](#)

8. What improvements can be done to the game?

[Download](#)

Response	Count
	2

[Hide Responses](#)

[Responses \(2\)](#) [Text Analysis](#) [My Categories \(0\)](#)

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Showing 2 text responses No responses selected

More stages.
11/14/2012 7:39 PM [View Responses](#)

there can be more than just two areas
11/14/2012 6:46 PM [View Responses](#)

Playtest Report V2 (05)

9. Will you download the game if it is on the App. Store?

Download

	Response	Count
	Hide Responses	2

Responses (2)

Text Analysis

My Categories (0)

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Showing 2 text responses

No responses selected

SURE-

11/14/2012 7:39 PM

View Responses

yeah!

11/14/2012 6:46 PM

View Responses

10. Do you have any other comments or feedback?

Download

	Response	Count
	Hide Responses	2

Responses (2)

Text Analysis

My Categories (0)

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×

Showing 2 text responses

No responses selected

INTENSE GAME.

11/14/2012 7:39 PM

View Responses

its fun!

11/14/2012 6:46 PM

View Responses

Kindly Ever After (BETA) Survey Questions

1. Please tell us your age and gender. (*Age, M/F*)
2. Do you understand the story in the videos? (*Yes/No*)
3. On a scale of 1 – 10 (1 being very bad and 10 being very good), how will you rate the visuals / images that you see? (*1-10*)
4. On a scale of 1 – 10 (1 hard to understand and 10 being easiest to understand), do you understand the guide messages in the game? (*Yes/No*)
5. On a scale of 1 – 10 (1 being very boring and 10 being very fun), how will you rate the game? (*1-10*)
6. If you have a smart phone, will you download the game (free) if it is on the App Store (iPhone) or Play Store (Android)? (*Yes/No*) (**should we assume these kids have parents who already own a smart phone?**)

*Surveys are presented to the interviewees via computers/laptops.

*The italic and bolded texts at the end of each question are the options/answers we will be providing in the online survey.

*Surveys may take up to 5 minutes at most.

Kindly Ever After (BETA) Interview Questions

1. Do you understand about the relationship between the cinematic and the game play (mostly the connections in area 1 and 2)?
2. Why do you think the visuals of the game are good or not? (Qn3 in the online survey).
3. What do you understand / not understand about the tutorial? (Qn4 in the online survey).
4. What did you like or not like about the game (Qn5 in online survey)?
5. Were there any problem(s) faced in the game? (Are there things that you did not understand)?
6. What are your suggestions to solve the respective problems?
7. Please tell us your difficulty rating in every single level (interviewers are to show the game on the iPod for this question).
8. Any other comments or suggestions (For example, audio, cinematic etc.)?

*Interviews are on a 1 to 1 interviewing basis that comes after the online survey.

*Papers and pens are to be provided to the interviewees.

*Interview may take up to 15 minutes at most.

Playtest Report Version 3
Date: 11th December 2012

ISSUES	SOLUTIONS
Players didn't know how to continue after the initial introduction of the Kindness Spirit.	Tap anywhere on screen for Pop-out
Players didn't know they were supposed to rotate the wall twice in the tutorial. They tapped once and were stuck waiting.	Instruct player to tap again.
Link between cinematic granny and game granny not clear.	Make granny in cinematic more obvious.
Players don't know the granny is the final target.	Implement the Unkind Spirit Sprite behind the granny.
Feedback linking reward (Feathers) to converted commuters needed.	Add feather particle effects.
Players don't like hold and drag.	Instantaneous relocation for tools. Try 2 finger tap to rotate
Overlapping tools are problematic.	Include a boundary around tools to prevent players from placing tools to close together.
Players mistake greyed out tools for placement locations. Players are not sure that some tools cannot be moved.	Unmovable tools should have a lock display.
Players don't really understand why they should use the slow-mo.	Slow-mo tutorial needs to be clearer and show more examples.

Playtest Report Version 3
Date: 11th December 2012

ISSUES	SOLUTIONS
Portal Tutorial not clear enough in terms of the direction the Kindness Spirit exits from.	White dotted-outline to tell players where to put the portal and an arrow indicating the direction where the Kindness Spirit will exit from.
Portal Tutorial not clear enough in terms of the direction the Kindness Spirit exits from.	White dotted-outline to tell players where to put the portal and an arrow indicating the direction where the Kindness Spirit will exit from.
Players thought they could not use the other tools to complete some levels because they thought they could only use the tool (Portal) presented to them.	Hint to player the other tools are usable in the levels. E.g. Glow
Players didn't understand the physics of the wall.	Perpetual Ray Cast to show estimated trajectory if kindness spirit.
Players won't able to estimate path of the kindness spirit properly.	Perpetual Ray Cast to show estimated trajectory if kindness spirit.
While the kindness spirit is bouncing on the fountain, players thought they could control the direction they wanted the kindness spirit to be released in by swiping in that direction.	Enable players to do it by changing the game mechanic to swipe to release the spirit from the fountain in the direction of the swipe.
Players didn't know what the recycle option is for. Some assumed it to be a button.	A tutorial may be needed for it. The recycle function needs to stand out more.

Art Assets (Previous Ideas)



Early Idea of Commuter's Look

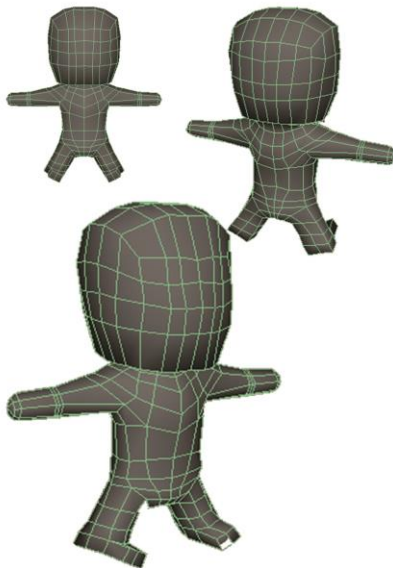
Before



After



Topology



Train

