



Design Factsheet

Below are some areas of consideration while designing and/or building your game.

Font Size

A minimum font size of 16 points so it can be seen on a mobile device.

Button Size

Don't make buttons smaller than 8x12 pixels or they will be too small to interact with.

2D Sprites

Make sure to save them as a PNG file type so the background can be removed around characters or objects if necessary.

Graph Paper

Use graph paper to design your levels and use the squares to for certain pixel amounts. This can help to plan how far and high the player can jump and where to place platforms.

Visual Style

Choose a visual style for your game before designing. This will help when building the objects for your game.

Resolution

If designing a game for mobile technology find out the screen size of the device for map size or the view of the level. If designing for different device screen sizes, go larger so it can be scaled down through code.

Landscape or Portrait

Think about the style of game you are making and which way would be suit the way the player views the game before you build.

Frame Rate

Different platforms processors run games easier at different frame rates. Console and/or PC aim for 60 Frames Per Second, while mobile devices commonly run at 30FPS. Set your game engine and animations to the appropriate frame rate.

User Experience

If designing for mobile devices and you need buttons on the screen to interact, where are they going to go? You don't want them to interfere with the level design and be blocked by your fingers! Maybe add an empty space below the level for the buttons. The same goes for where you place the feedback interface i.e. lives and health display.

Audio Files

When making audio for game, consider the file type size for the platform. If designing for mobile use compressed smaller file types such as MP3 for long pieces of music. Uncompressed larger audio files such as Wav for one shot effects will not slow down the processor.

No Microphone?

Did you know that you could use your headphones as a microphone as well? Just plug them into the microphone input of your PC and make a noise!

