

# GAMEPLAY PROGRESSION

In Kaiju Snap we are combining game mechanics, experience duration, environmental progression and difficulty balance to structure our game experience. Those specific fields are adapted to a VR experience, which has some particular constraints (such as player comfort or minimal framerate).

VR and drone controls have to be easy to handle and the experience should be as smooth as possible on the level comfort. As the player is used to the controls, the diversity of the experience will come from photographic challenges and story events.

**GAMEPLAY  
MECHANICS**

**EXPERIENCE  
DURATION**

**ENVIRONMENTAL  
PROGRESSION**

**DIFFICULTY  
CURVE**



## GAMEPLAY PROGRESSION

### GAMEPLAY MECHANICS

Main mechanics are taught to the player during the first half of the game. With this division, we assure to give all the comprehension and gameplay keys to the player so he can enjoy the second half of the experience without being hindered with new features to learn.

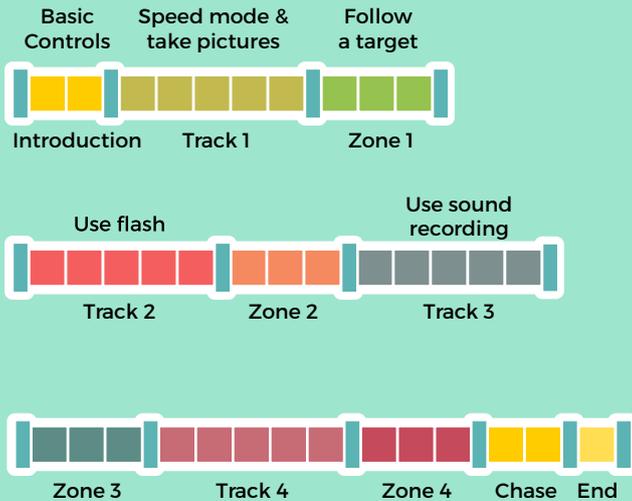
Mechanics are usually associated to an area: new area = new mechanic. With the exception of the first big area the player visits, where he/she learns a new flight mode (Speed Mode) and the main feature: taking pictures. Once on the island, the player has access to a simple tutorial area where the basic controls of the drone are taught. At the end of this area, begins the new area “Track 1”.

In “Track 1”, the player is given an easy challenge (take a picture of a static object) to teach him how to “take a picture”. We sensitize the player to spare the picture system. This first large tracking area also introduces the Speed Mode to the player, with wide space to navigate through.

Once in the “Zone 1”, the player faces the creature for the first time and the challenge to take a picture of a giant mobile target. In this zone, the creature pattern is mainly linear to ease the learning.

Then, the game continues on the area “Track 2” where the player learns to use the Flash. This mechanic is then available for the rest of the game and allows to trigger some plants and animals. The player is put in a situation where he has to make shadowy plants react and open using the Flash.

The last mechanic is taught two areas later, in the “Track 3” area. Flash and Play sound have a big impact on the search and “hunt” of the fauna and flora, therefore they aren’t taught right away. In this track, the player approaches a really fearful bird by making it listen to sounds of its kind.



	Basic Drone Controls	Speed Mode	Take Pictures	Follow a Moving Target	Use Flash	Use Sound Record
Introduction	O					
Track 1	X	O	O			
Zone1	X	X	X	O		
Track 2	X	X	X	X	O	
Zone 2	X	X	X	X	X	
Track 3	X	X	X	X	X	O
Zone 3	X	X	X	X	X	X
Track 4	X	X	X	X	X	X
Zone 4	X	X	X	X	X	X
Chase		X		X		
End	X	X				

O =New Mechanic    X = Part of regular repertoire of mechanics

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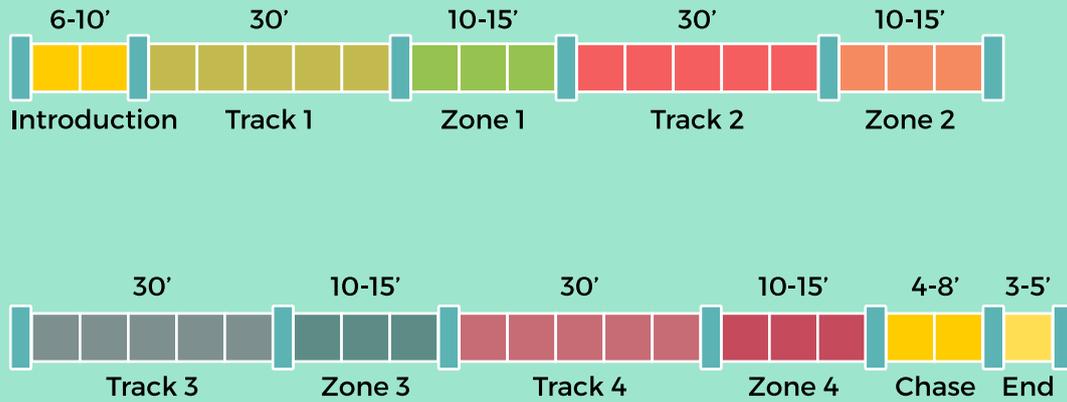
### EXPERIENCE DURATION

Kaiju Snap sets its play areas lasting for the average VR player session time, about thirty minutes. That doesn't mean the game is a string of half an hour sequences, the format would be too repetitive and not enough diversified.

“Track” and “Zones” areas have similar time periods. Here we take the player experience gain into account: the more the player progresses in the game, the more the player is able to track, find and shoot targets. The player should progress naturally faster from zone to zone, except that for each new zone corresponds a new challenge and more difficult objectives.

To cover the gain in speed and experience, areas expand and become more and more complex. This difficulty rise is sustained by the appearance of Flash and Play sound mechanics which allows new and diversified challenges.

At the end, the theoretical time spent per play area remains basically the same, with the exception of specific moments as the Chase or the conclusion at the end of the episode.



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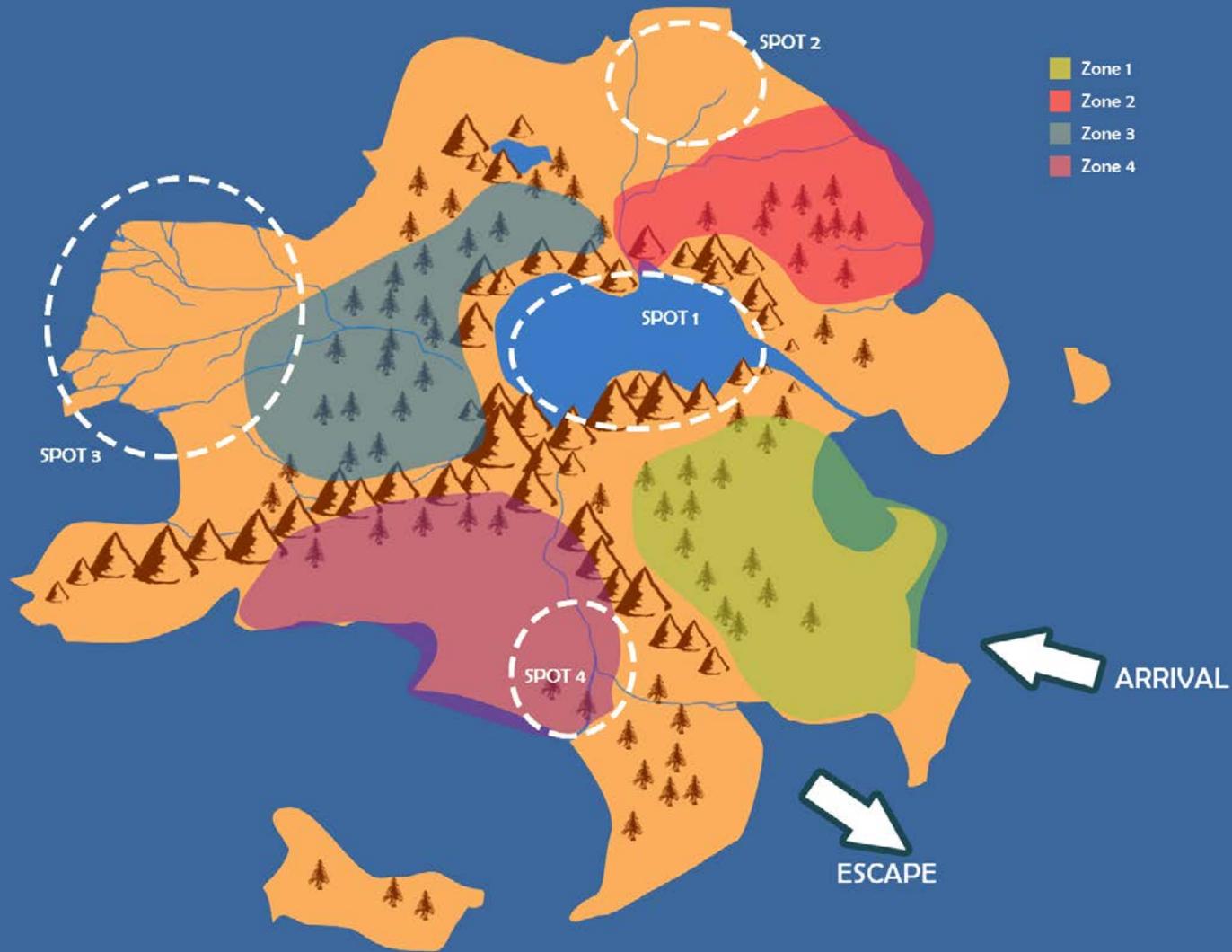
### ENVIRONMENTAL PROGRESSION

Kaiju Snap offers an entire tropical island as a playground, so it's important to diversify natural biomes and still keep a certain amount of consistency. Biomes are split on the island regarding their geography and the land relief (ex: mangrove swamp where the river splits into multiple channels, quarry rock site where the shore is the more exposed to wind). There is, in the fauna and flora of the island, a biological logic in its diversity and layout. Fauna is specific to each area and has specific behaviors.

Besides the progression in different environments, the level of intensity in actions and events vary during

the experience. Intensity peaks are mostly located at the moment where the player has to learn a new feature or encounter the giant creature.

The player path is also guided by distinctive landmarks (ex: a singular tree stump, a stream with a recognizable shape), those marks serve as points of reference. As Kaiju Snap is divided into several large areas with wild vegetation, it's important to give some kind of references to the player, allowing him to make a mental map of the play area.





	Scripted Action Intensity (10)	Environmental Wonders	Distinctive Landmarks	Environment Types
Introduction	4	2	2	Tropical Beach and Shore
Track 1	3	1	1	Jungle dense forest with small rivers
Zone 1	9	4	3	Shore, bay and canyons
Track 2	4	2	1	Jungle and cliffs
Zone 2	3	2	2	Grasslands
Track 3	4	3	3	Large river and Jungle
Zone 3	5	3	2	Mangrove swamp
Track 4	3	2	3	Sea side, shore, cliffs and high hills
Zone 4	6	2	2	Rock quarry site
Chase	10	1	1	Canyons
End	7	1	1	Sea & offshore
Epilog	2	NA	NA	Breaking news on a television

### DIFFICULTY CURVE

In Kaiju Snap, the experienced difficulty follows the usual logic which is “the more you progress, the harder it is”. This rise is then adapted to the segmentation of play areas and certain narrative interventions. As can be seen in the following graphic, the rise is generally made by successive levels, usually starting with the arrival in a new zone/area. Difficulty spikes mark the learning of a new mechanic or a new zone with the creature. The two main difficulty spikes are the first encounter with the beast and the chase at the end of the episode between a hostile giant creature and a tiny drone, it requests a good mastery of the drone controls.

Difficulty

