How to make an Ultra Casual Hit game

Small teams, big Hits



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The Hit recipe?

Snackable
Youtubable
Straight forward
Not punitive
Innovative

SNACKABLE

Play like you eat a snack

- 2 minutes max
- anytime & everywhere
- no effort
- instant reward



YOUTUBABLE

Your mom should understand the gameplay simply by watching a video

Balls **VS** Blocks





Tap to start

People should understand

- goal(s)
- danger(s)
- scoring system

Simply by watching a video of the gameplay

BE STRAIGHT FORWARD

No tutorial needed

Action = reward

Colors as indication not challenges

Guide the player

Cool Not cool
2
50

NOT PUNITIVE

Be tolerant

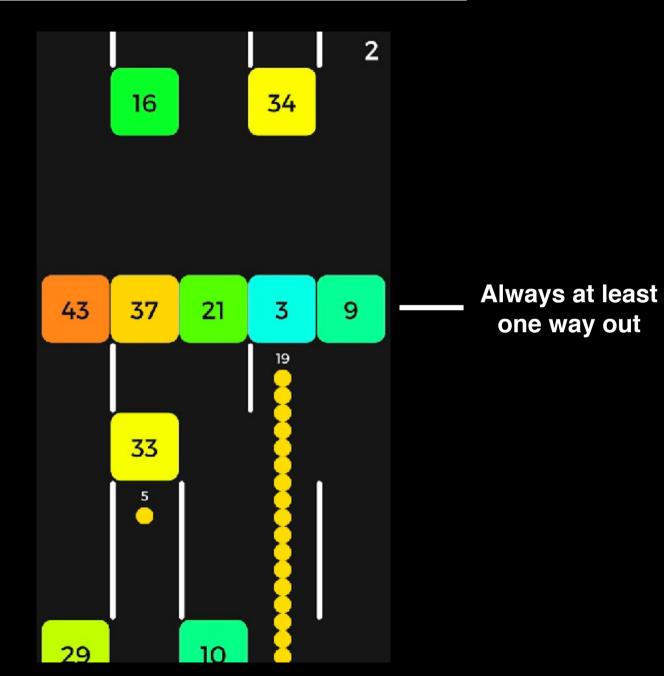
Be emphatic

Give player a sensation of freedom

and progression

Make the player feel that he's good

NOT PUNITIVE



INNOVATIVE

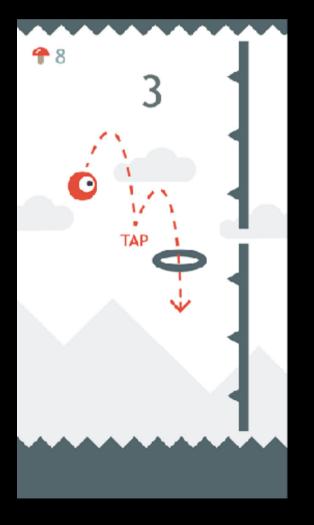
Copy and improve
2

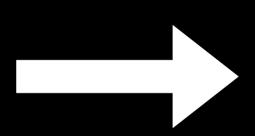
Twist = 1 Hit gameplay + 1 Hit gameplay



COPY AND IMPROVE

Hop hop hop



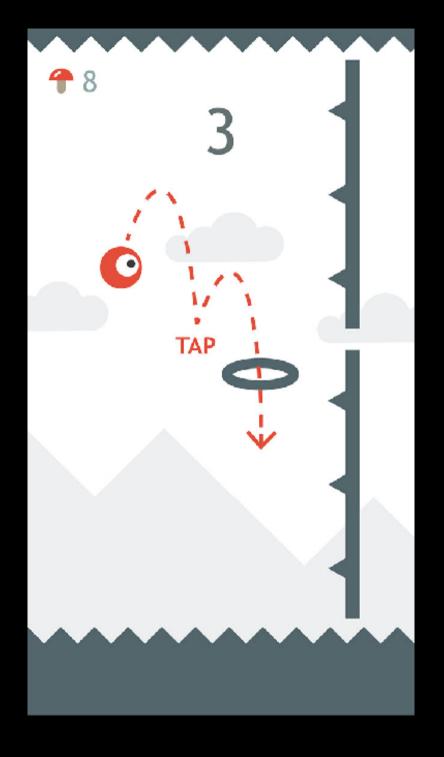


Flappy Dunk



Punitive balancing
Aggressive design
No reward for good action

Hard to play



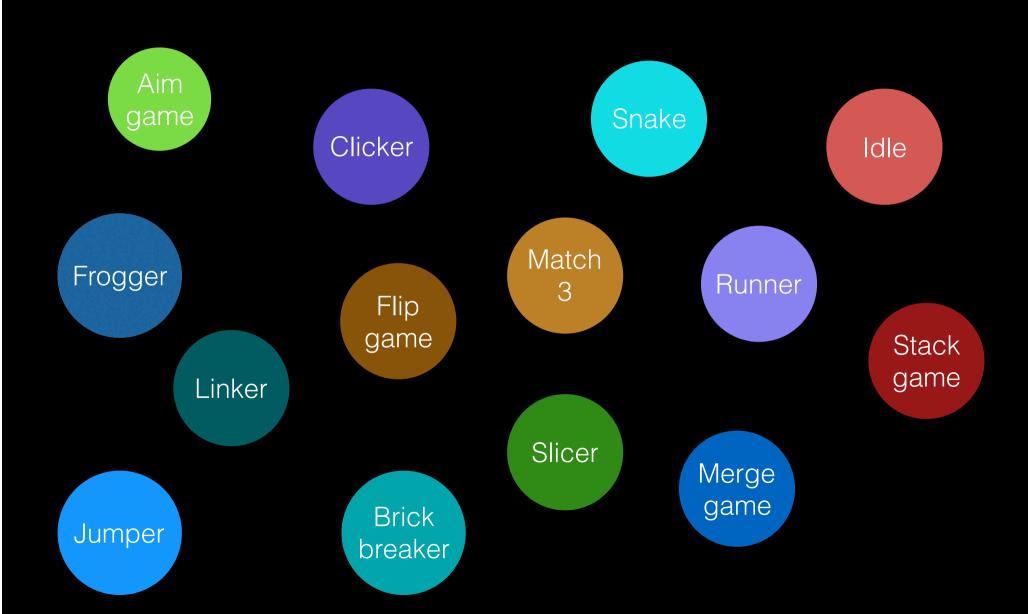
Tolerant balancing

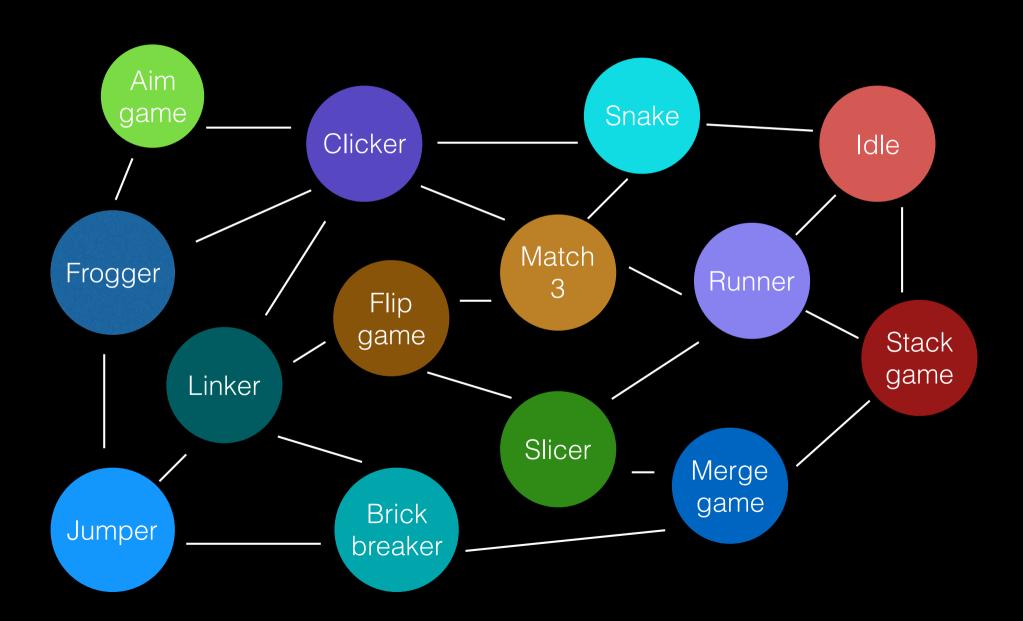
Cute, not impressive design

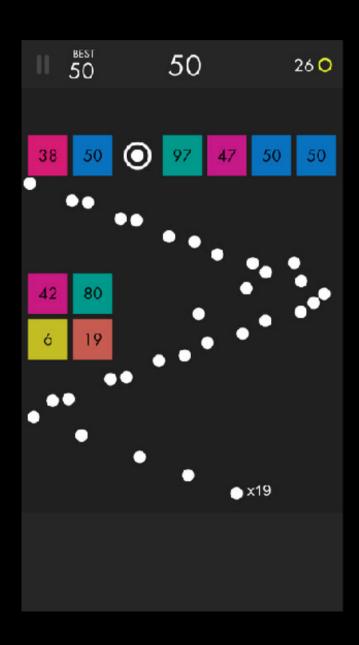
Reward for good action

Easy to play, hard to master

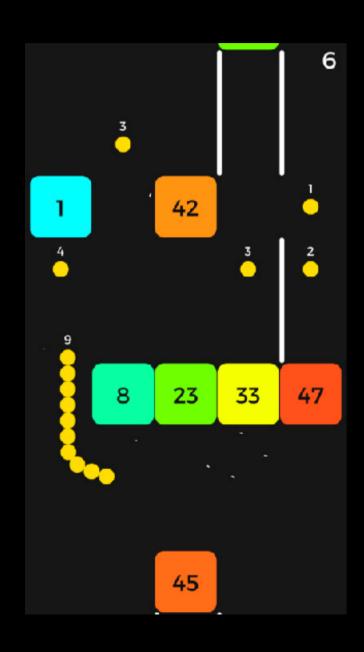








= Brick breaker + Aim game

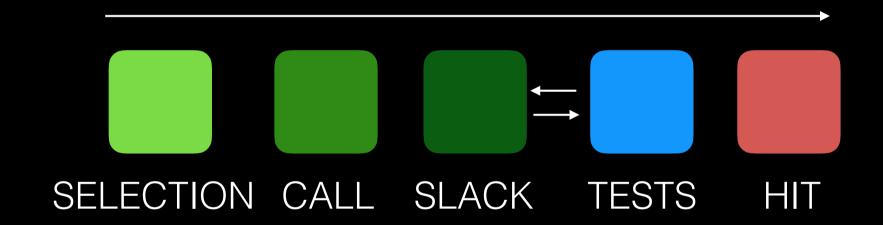


= Brick breaker + Runner + Snake



= Brick breaker + Idle game

VOODOO ONBOARDING PROCESS



HIT MACHINE

Working with 100+ studios

3 internal production teams

50 people

5 Hits launched in 2017

5 more coming in 2017