

Connecting Core Gameplay to Progression in Mobile Free to Play Games

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6th year in the gaming industry

Core Gameplay



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Core Gameplay

The basic set of game rules through which players interact with the game

Core Gameplay

- Match 3 tokens together

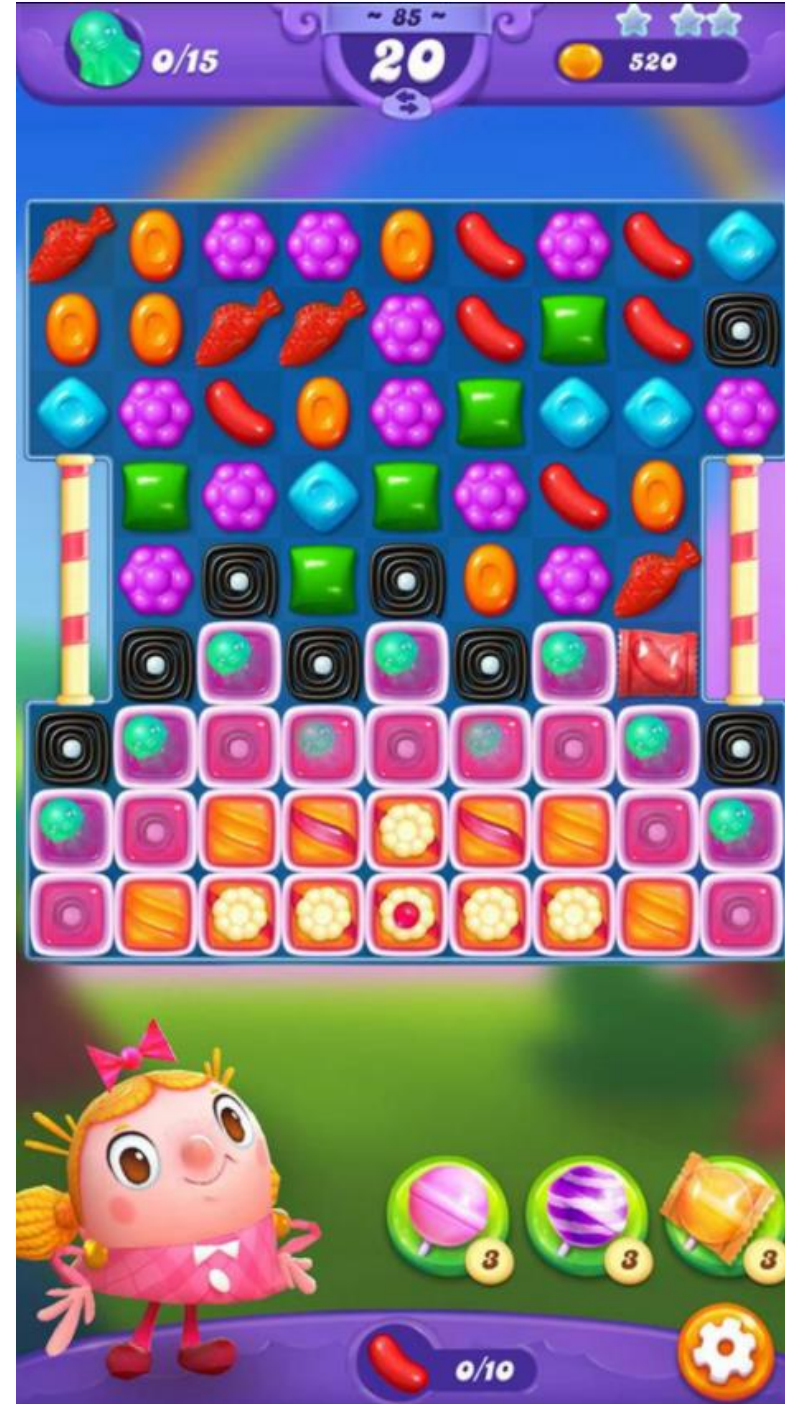


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Core Gameplay

- Match 3 tokens together

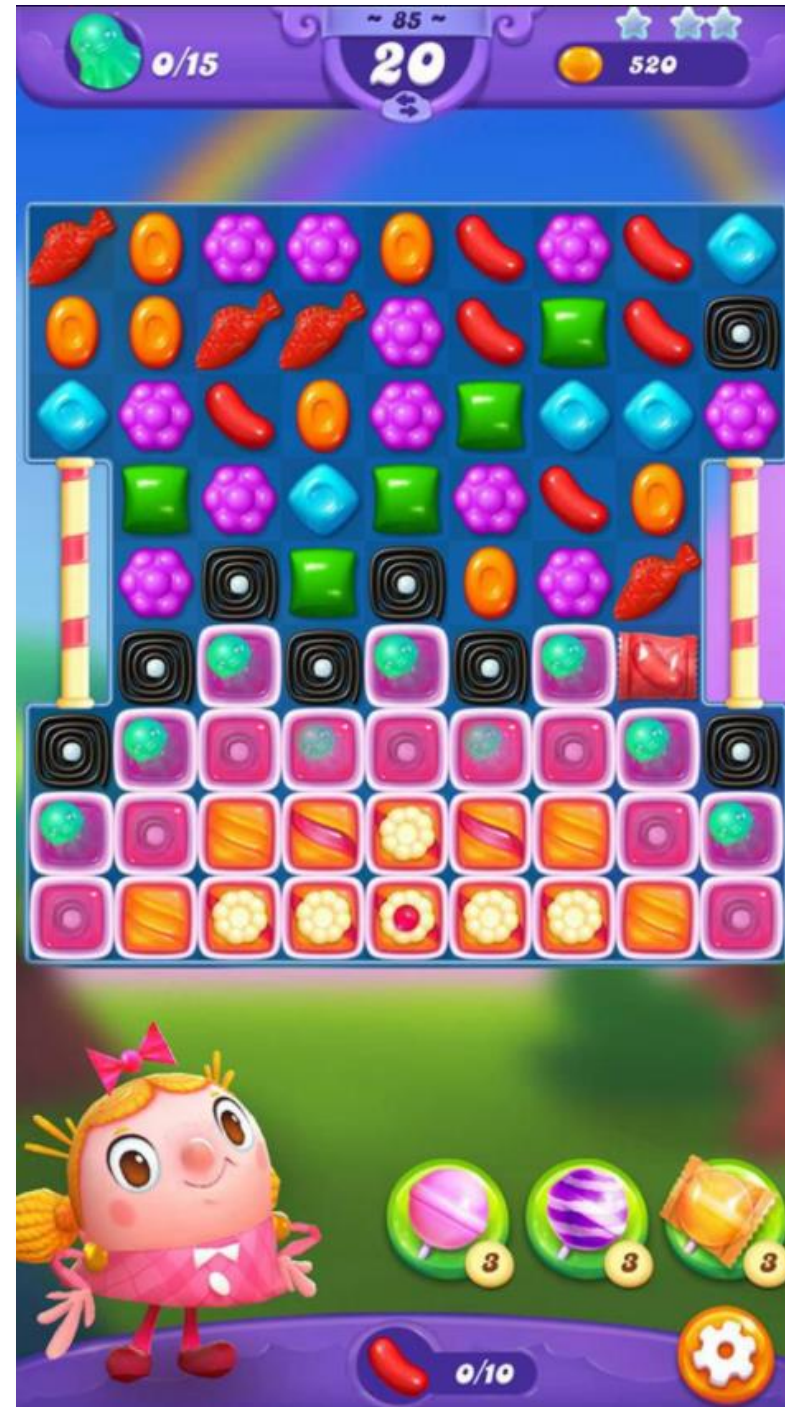


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Core Gameplay

- Match 3 tokens together
- Click on a 2 or more tokens of the same color



Core Gameplay

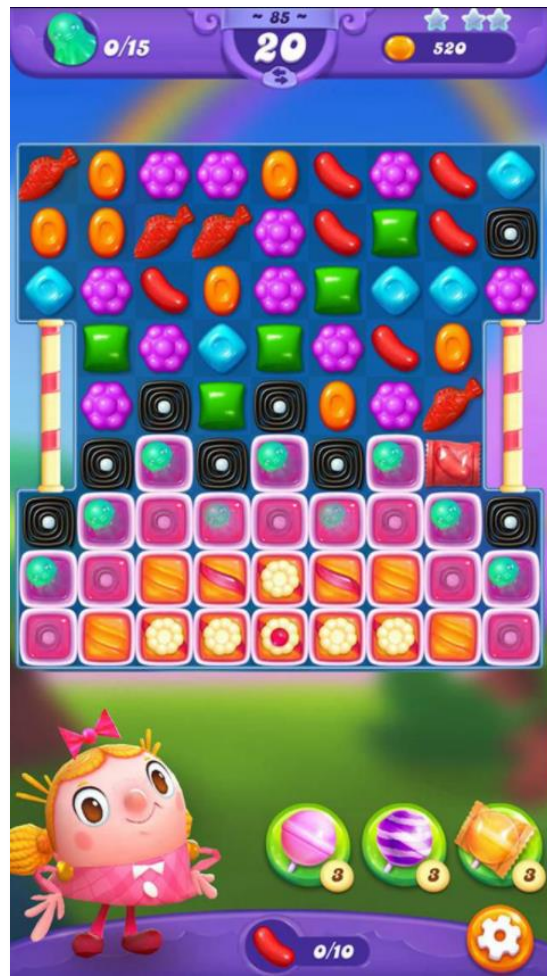
- Real-time battle of 5 characters
- Automated core gameplay



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Core Gameplay



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Core Gameplay

- Genre defining



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Progression



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Progression

Tracking of player progress through the game's content

Progression

Tracking of player progress through the game's content

- Metagame, Endgame or Elder game

Progression



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Progression



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Progression



Core Gameplay



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Core Gameplay



Progression



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Core Gameplay



Stats

Progression



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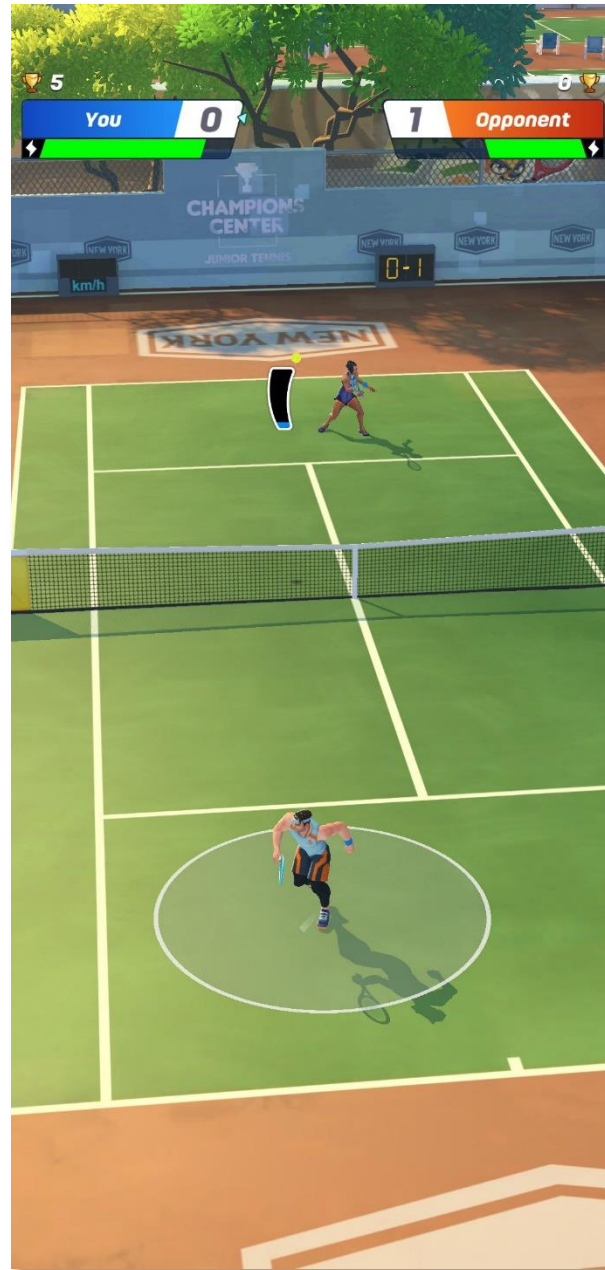
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Core Gameplay

Progression



Core Gameplay



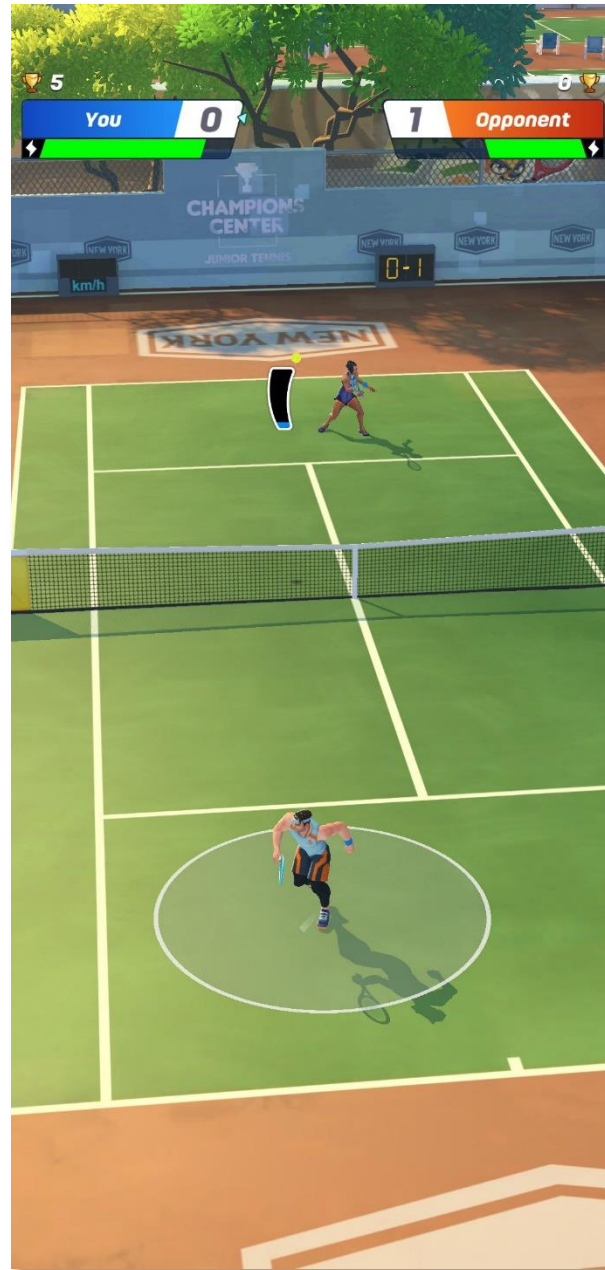
Progression



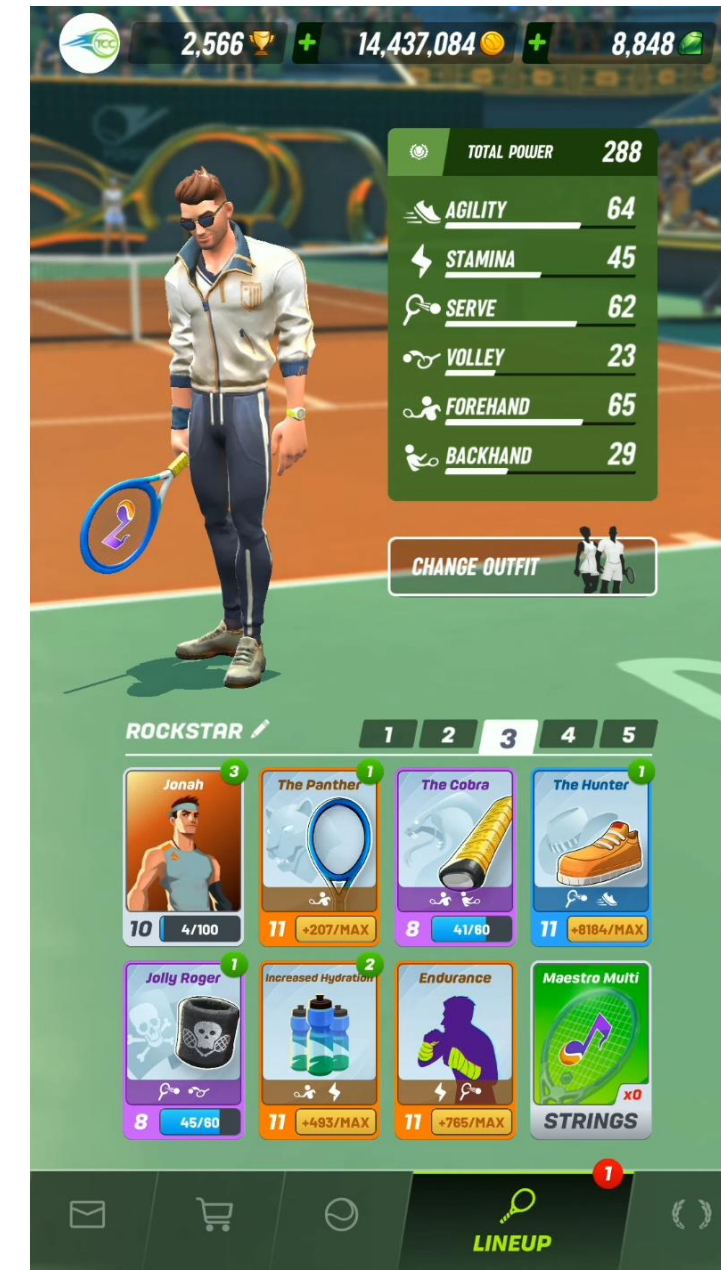
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Core Gameplay



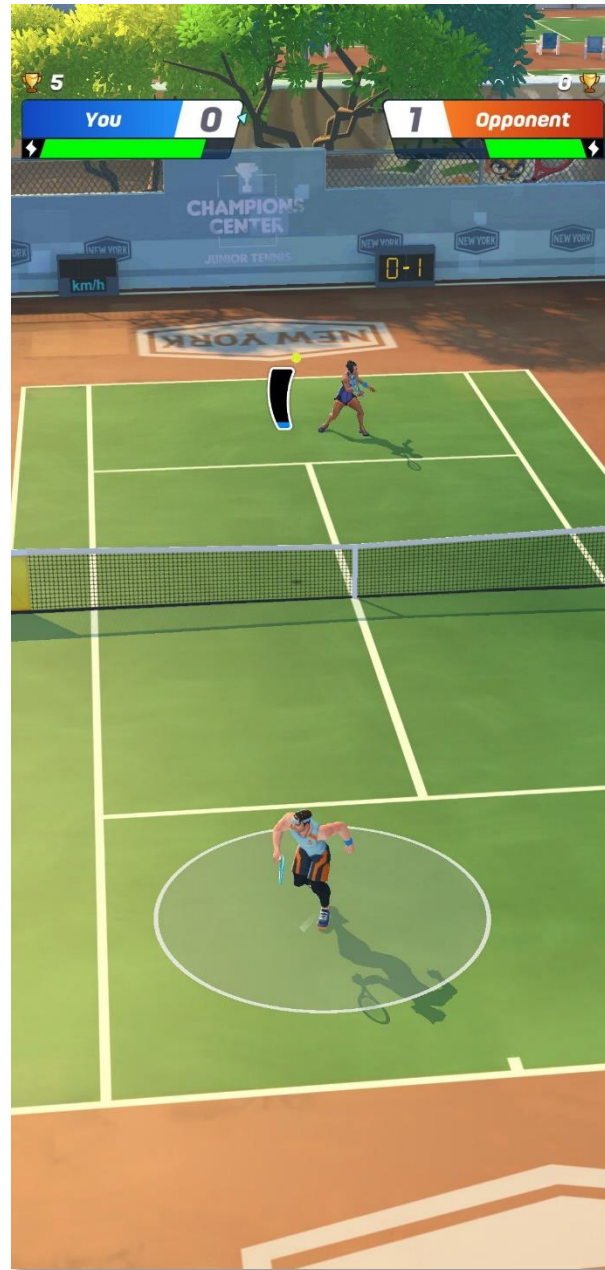
Progression



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Core Gameplay



Stats

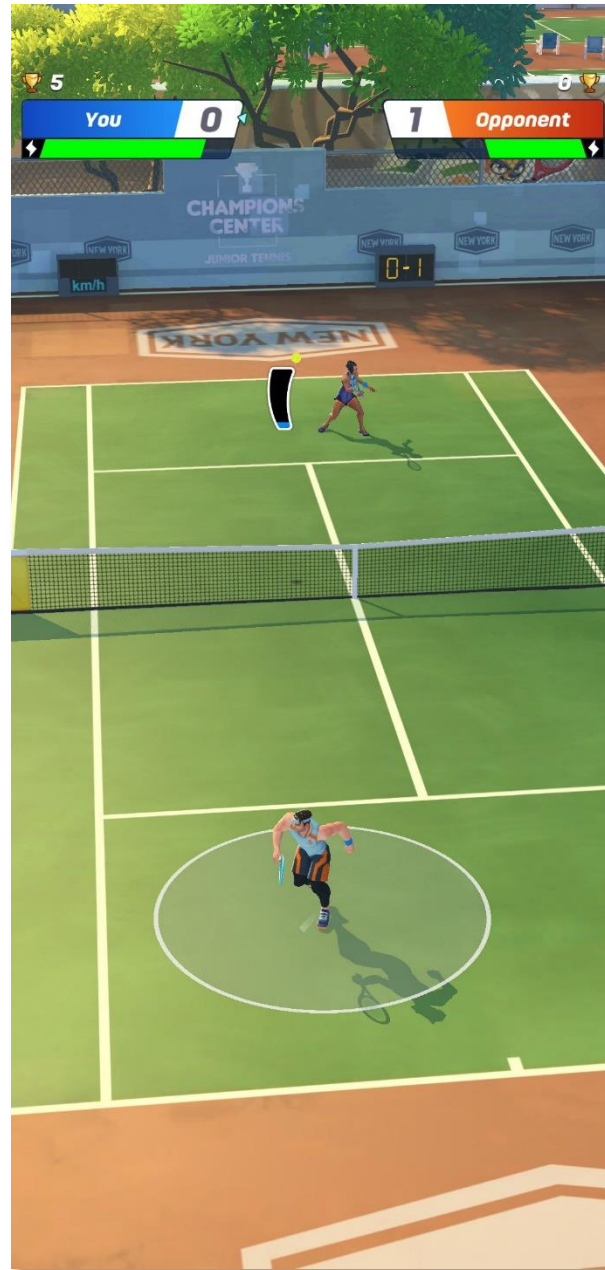
Progression



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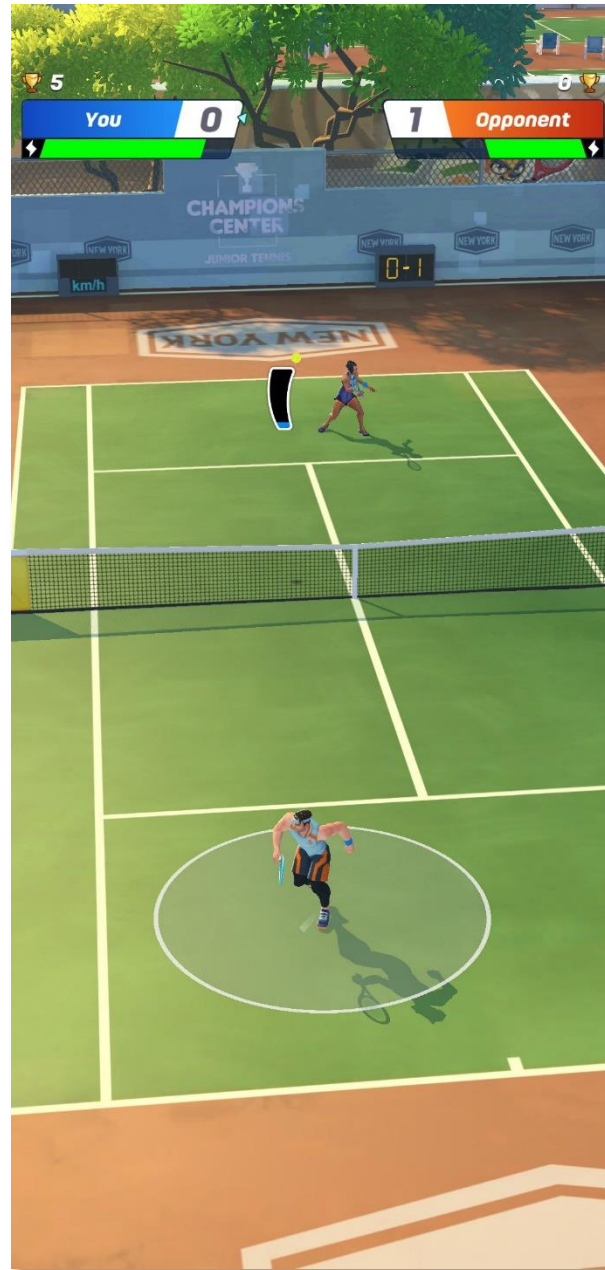
Progression



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Core Gameplay



Stats

Progression



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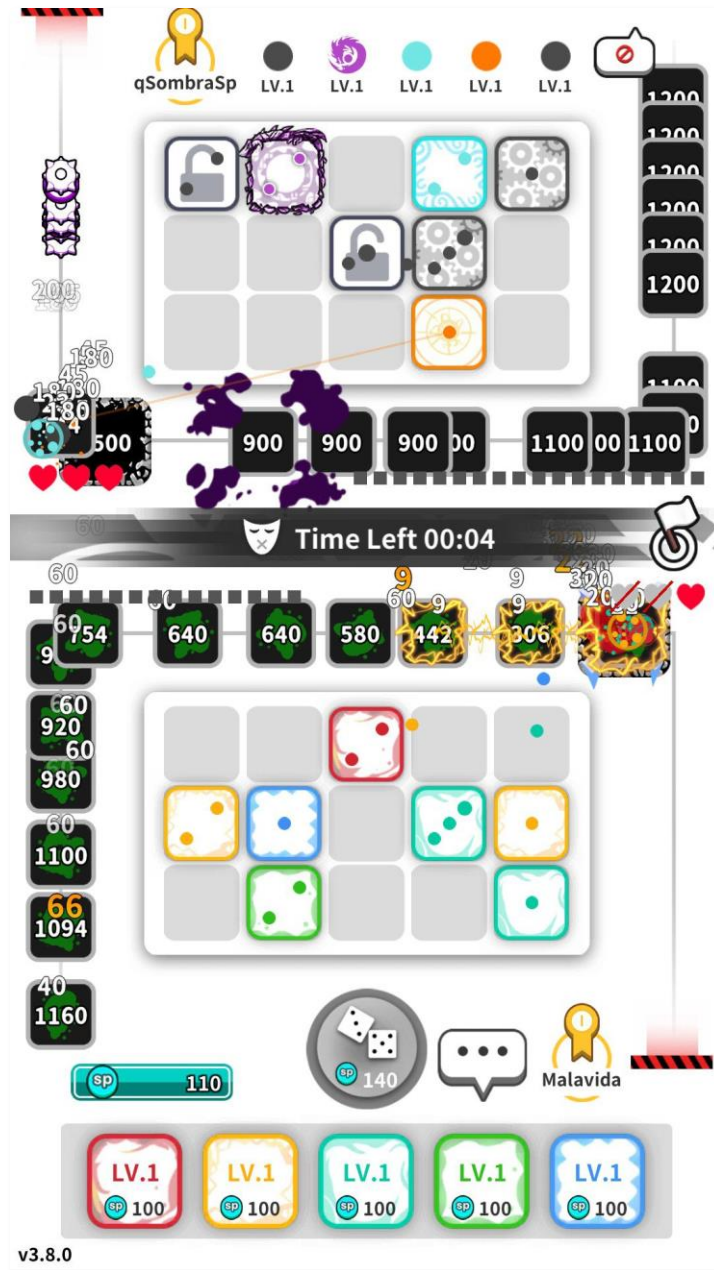
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Core Gameplay

Progression



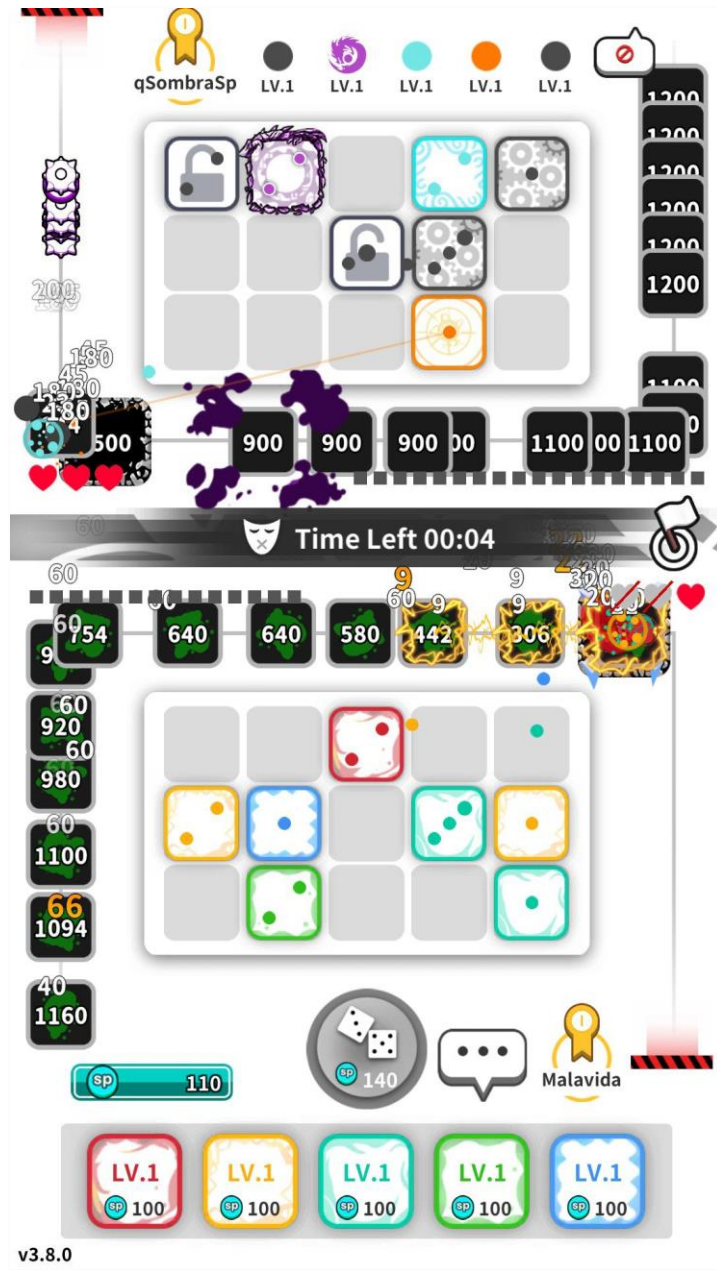
Core Gameplay



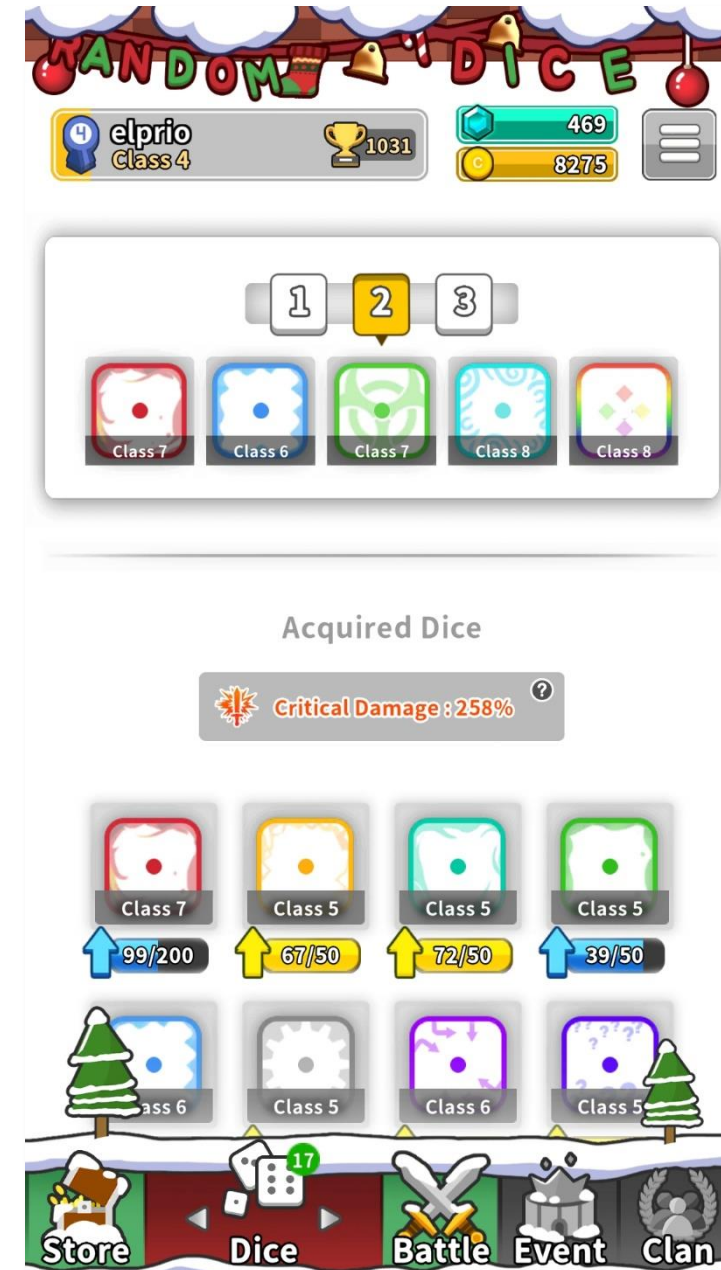
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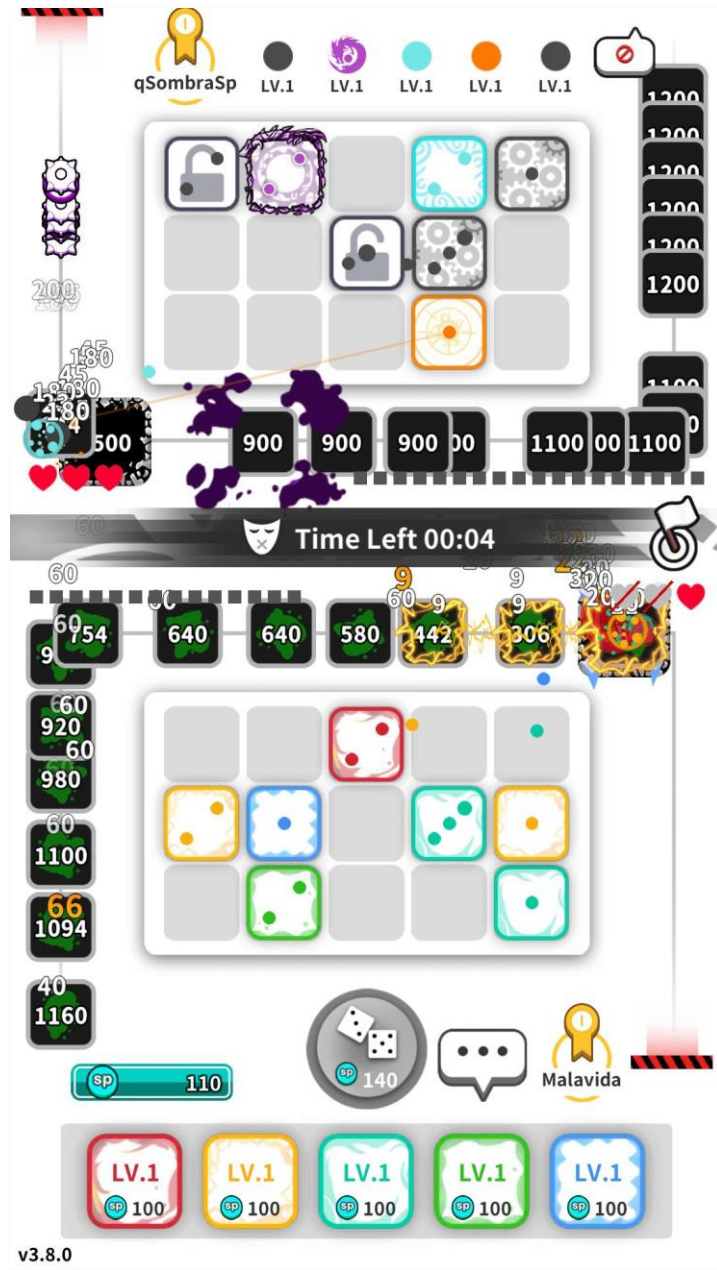
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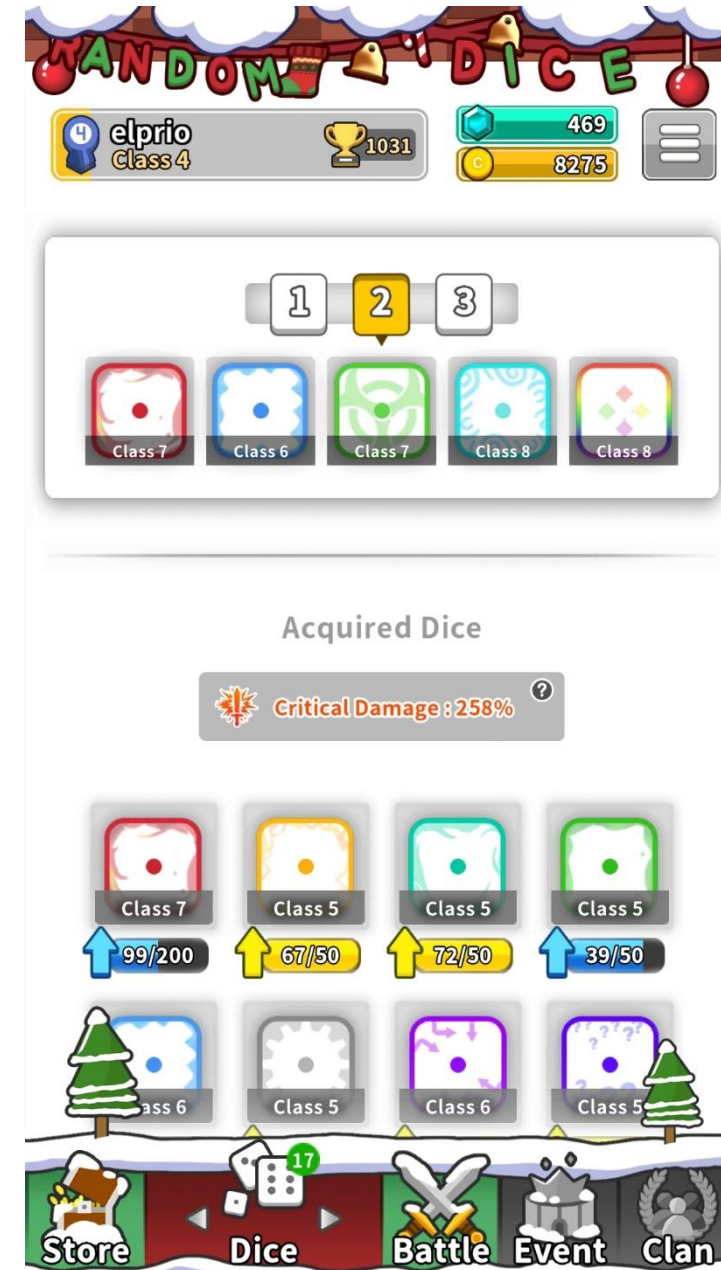
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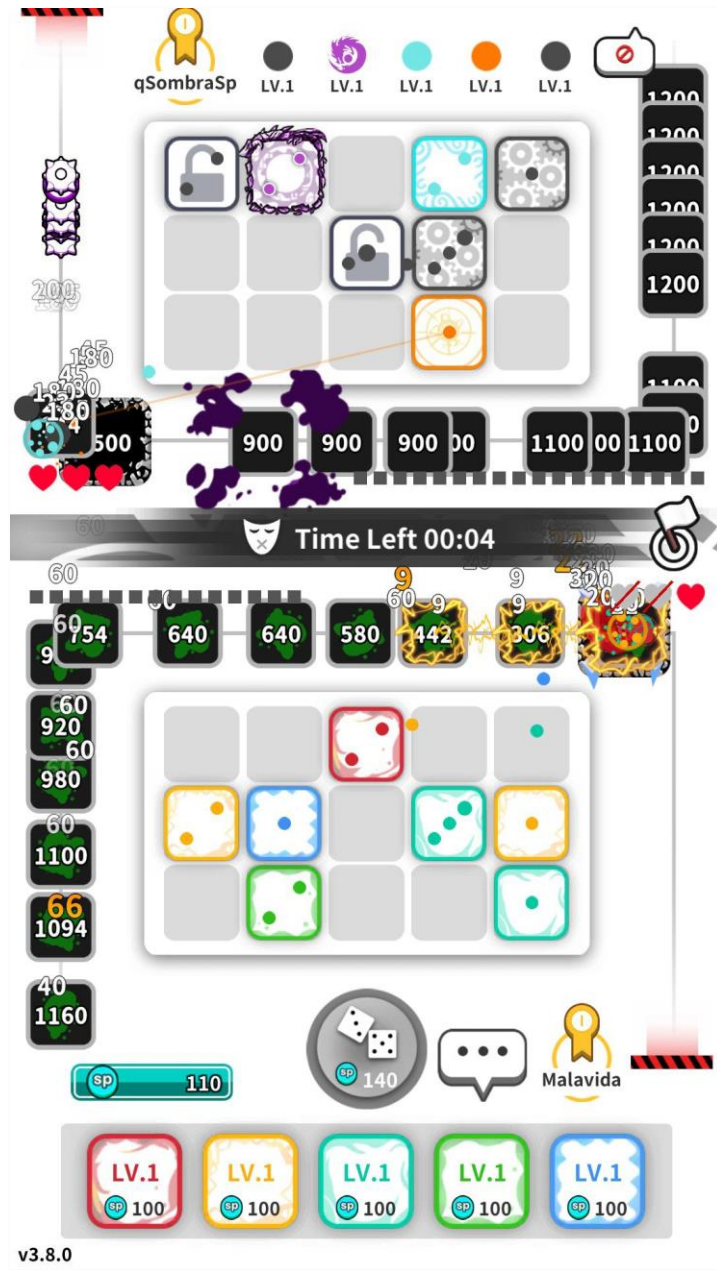
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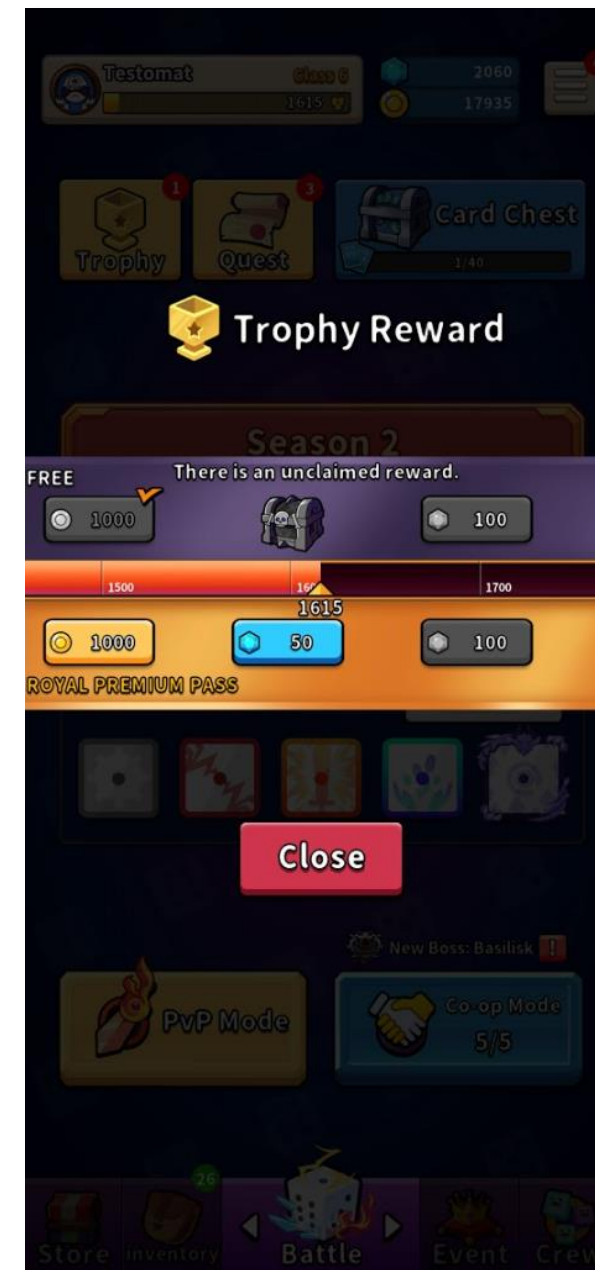
Progression



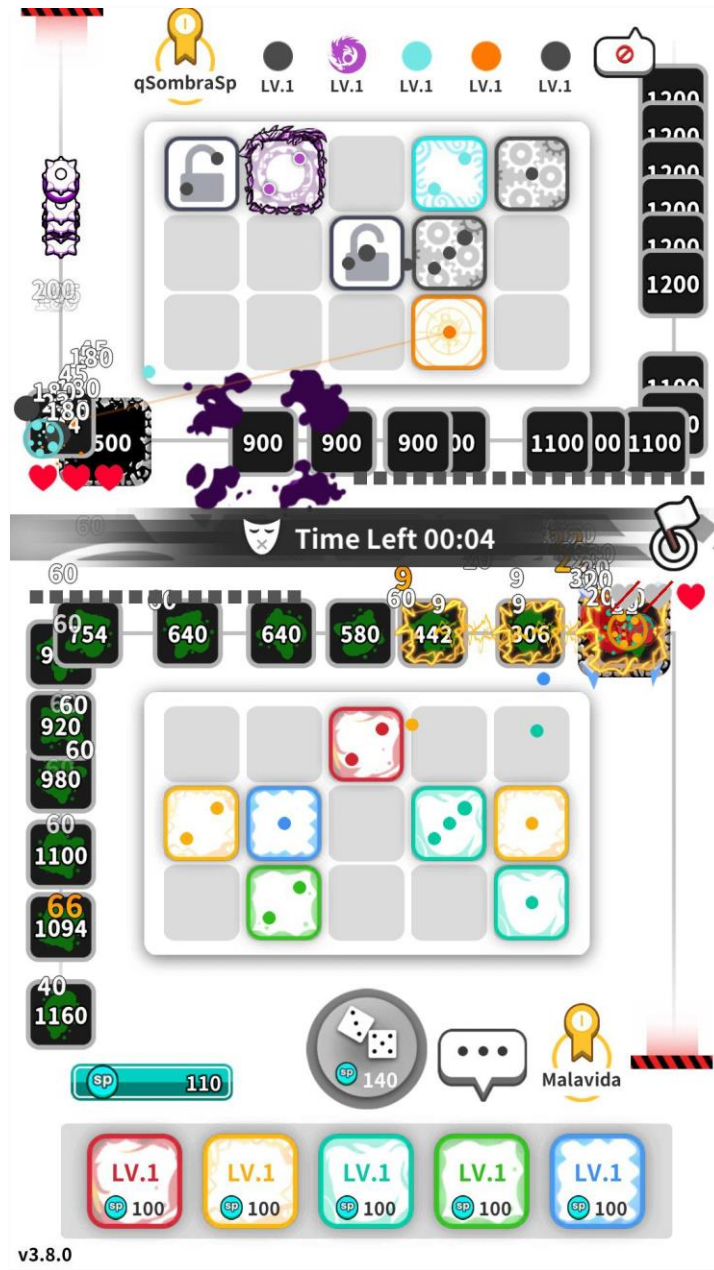
Core Gameplay



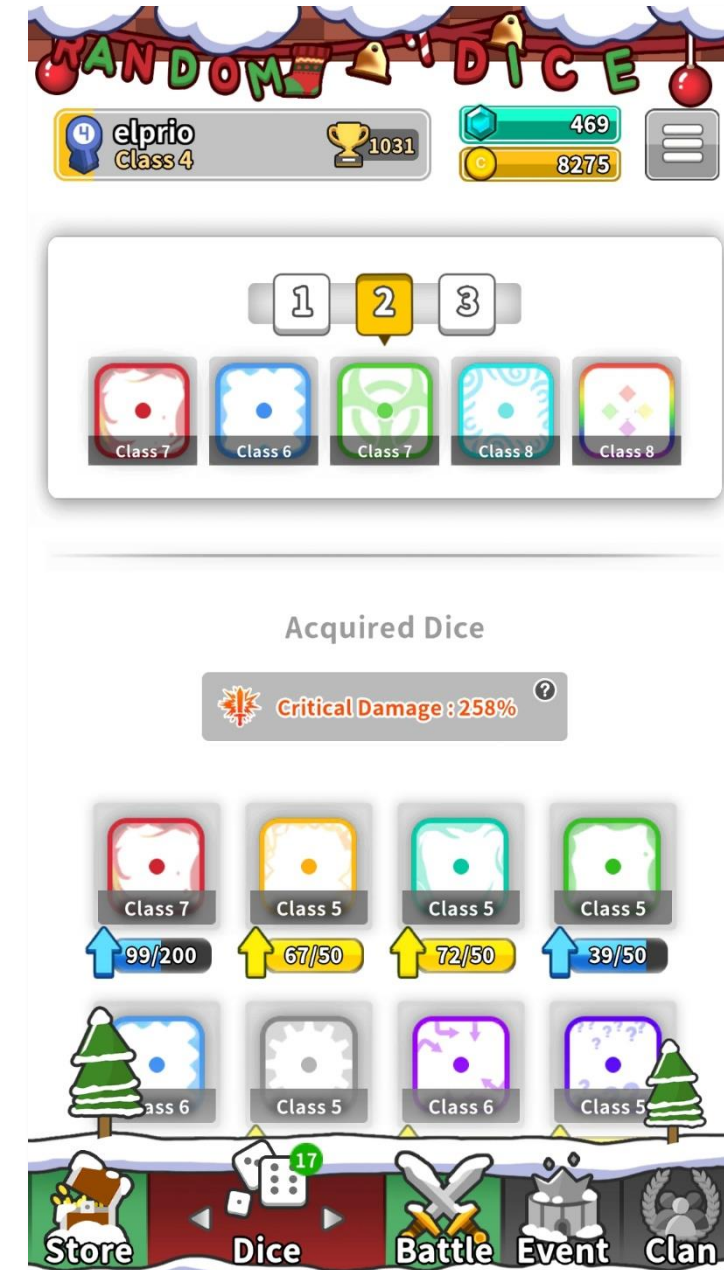
Progression



Core Gameplay



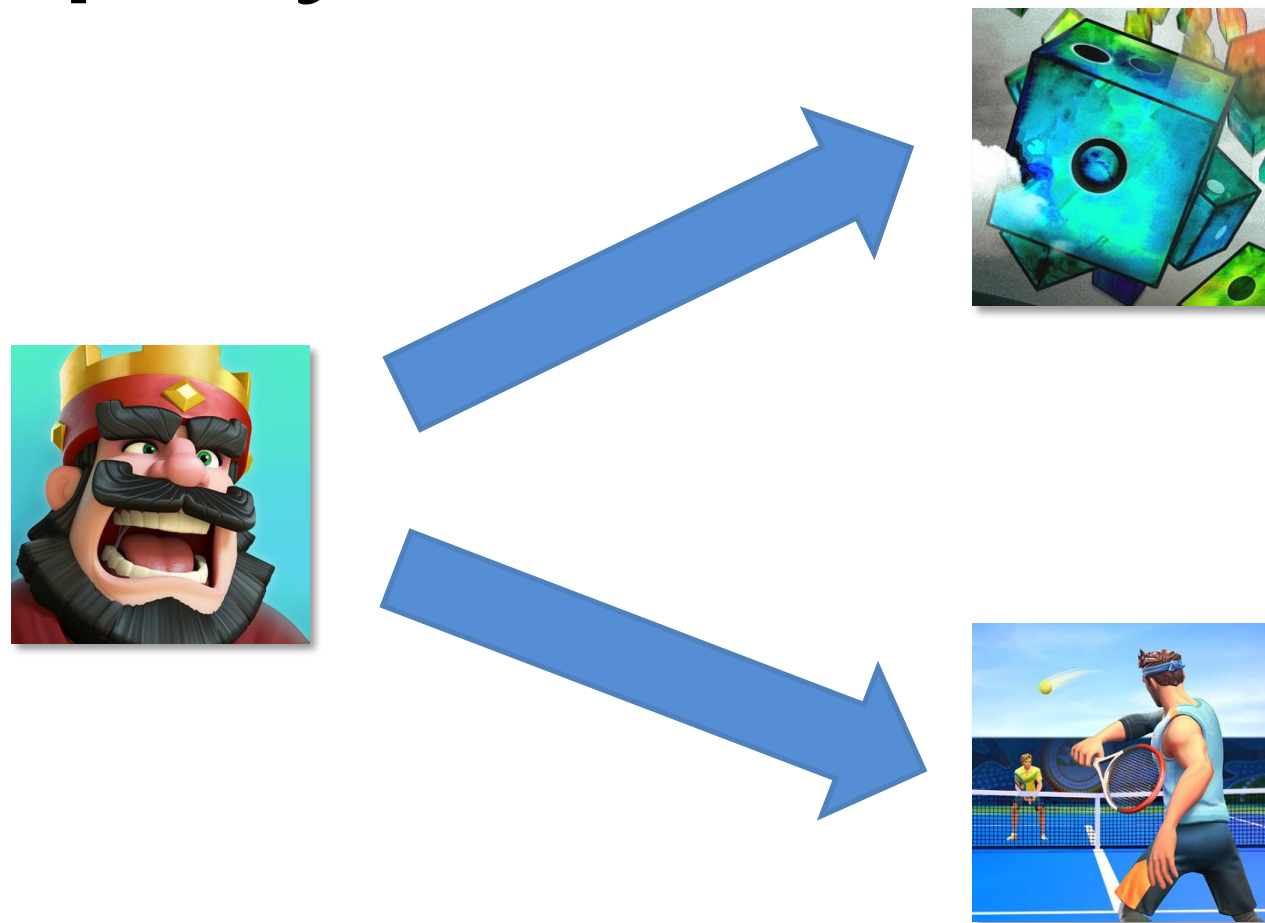
Progression



Core gameplay iteration



Core gameplay iteration



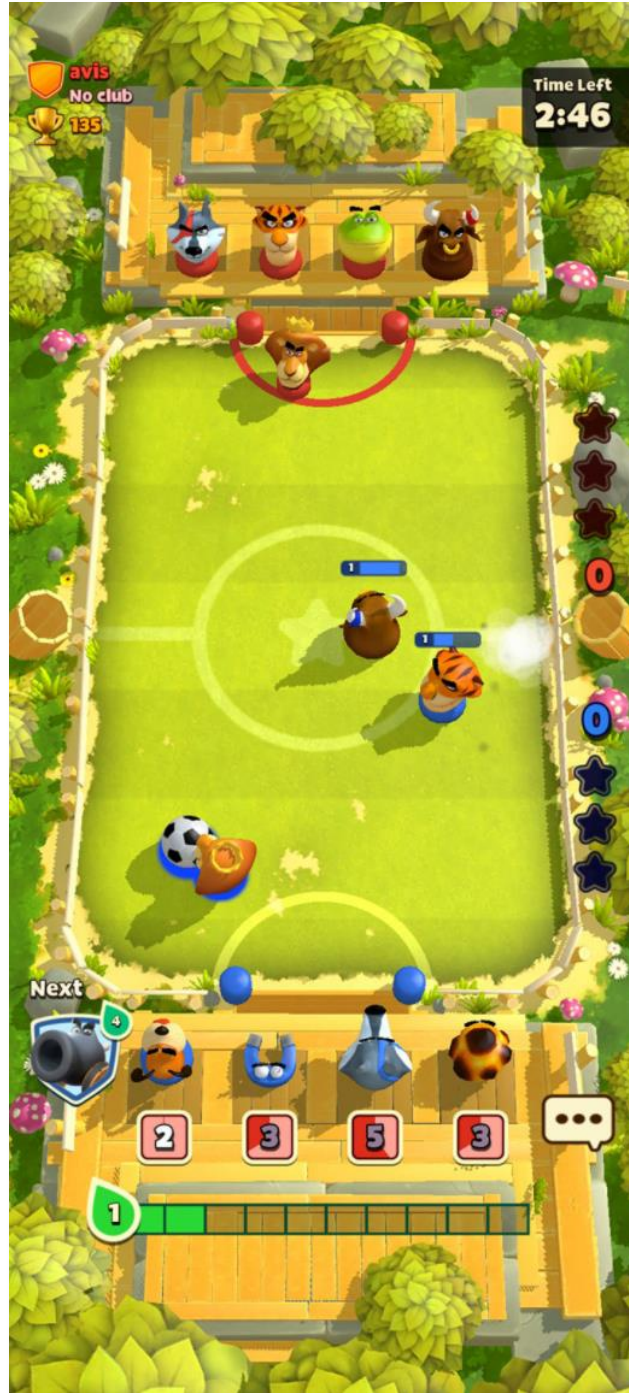
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Core gameplay iteration



Core Gameplay



Stats

Progression



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Core Gameplay



Progression



Core gameplay iteration



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Progression



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Core Gameplay



Progression



Core Gameplay



Progression



Core Gameplay



Progression



Core Gameplay

Progression



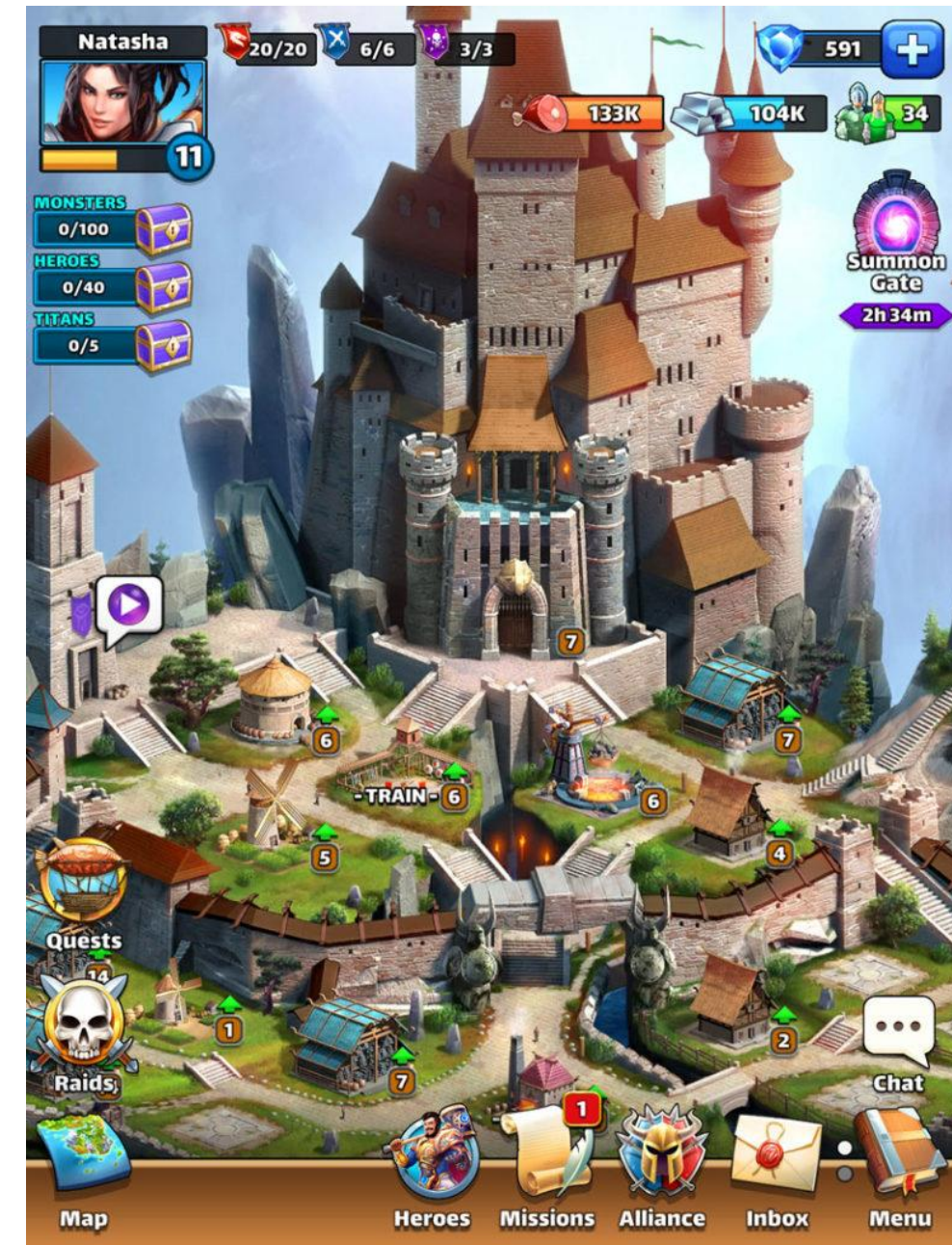
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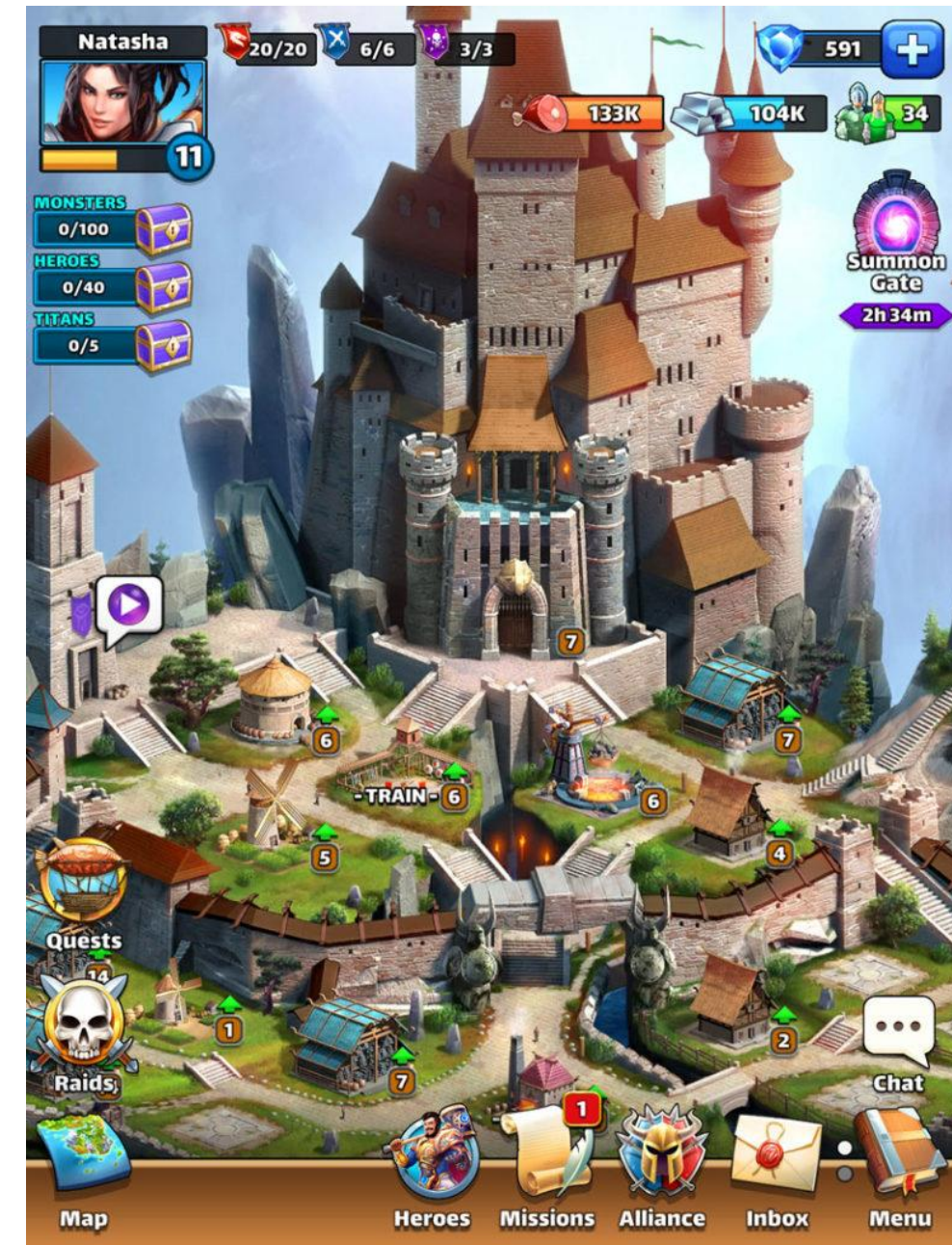
Progression



Core Gameplay



Progression



Core Gameplay



Progression



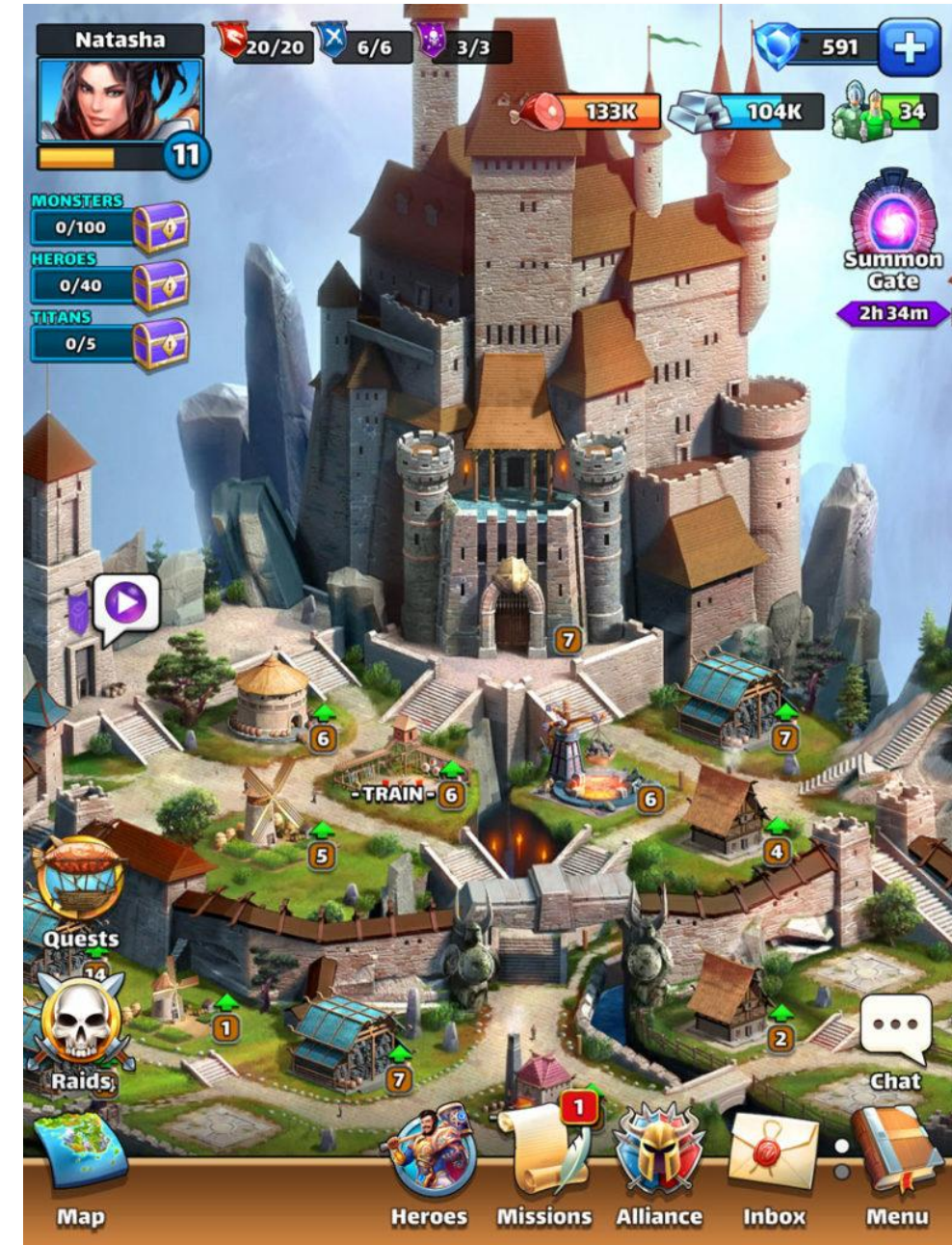
Core Gameplay



Stats

Economy
output

Progression



Progression iteration



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Core Gameplay



Progression



Iteration



New
progression



New Core
gameplay

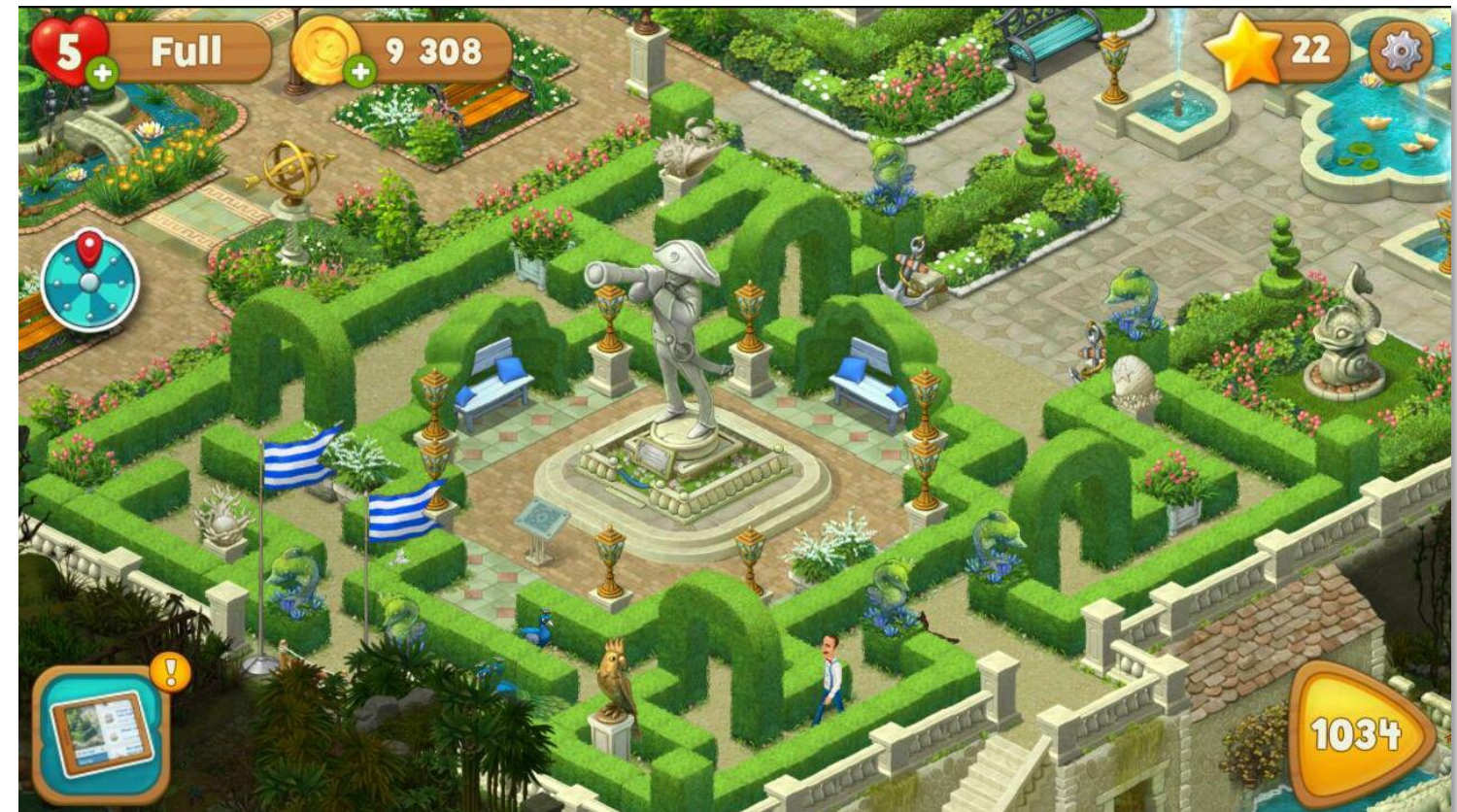


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Core Gameplay

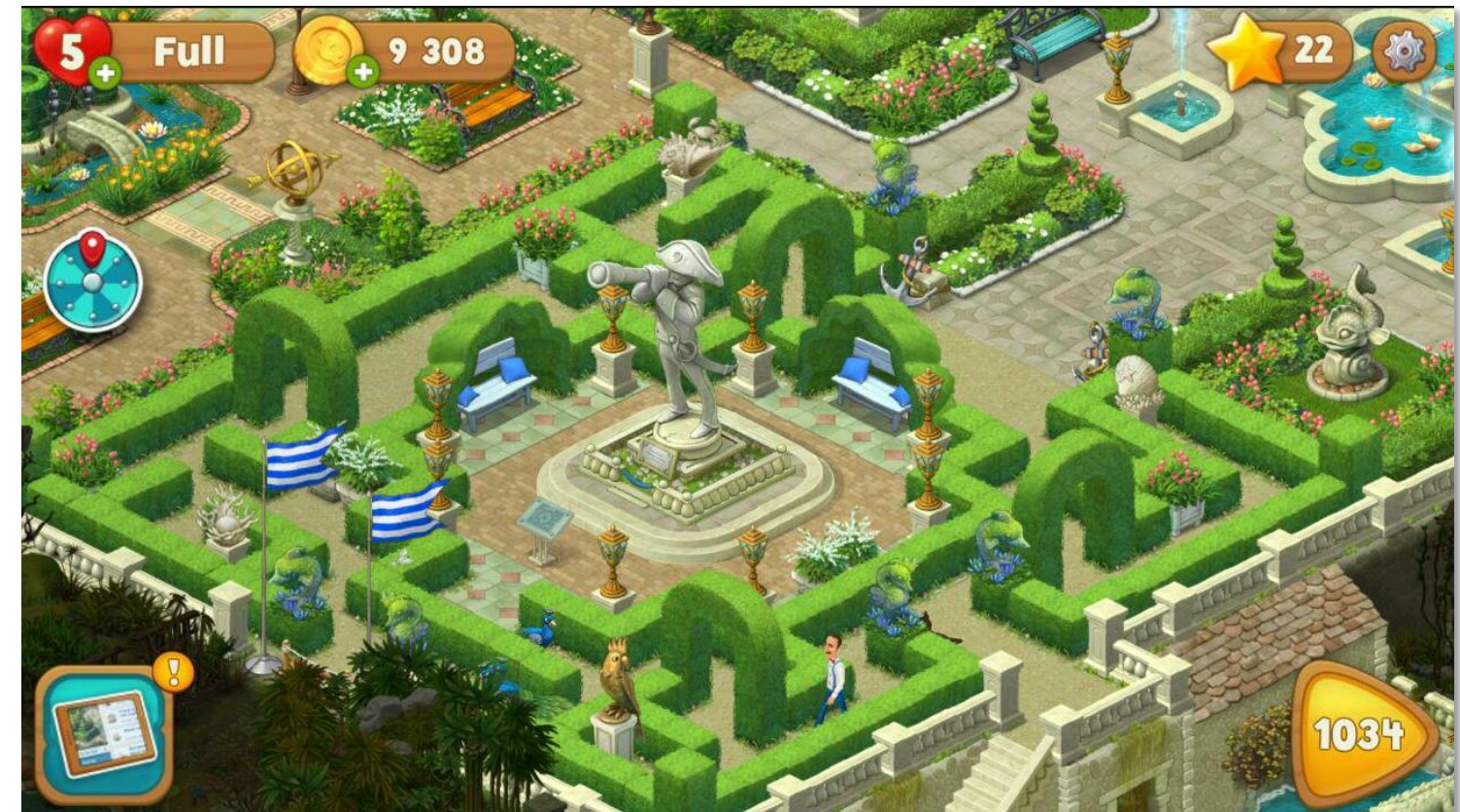
Progression



Core Gameplay



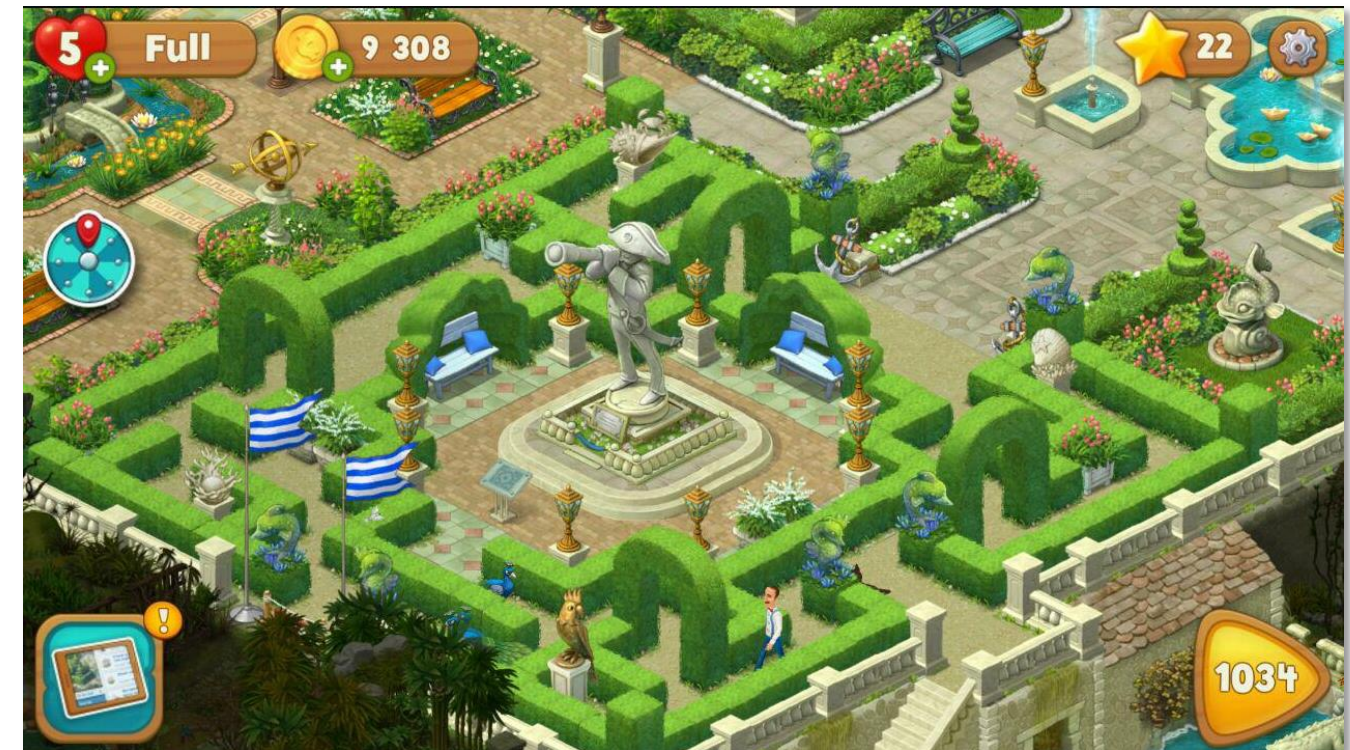
Progression



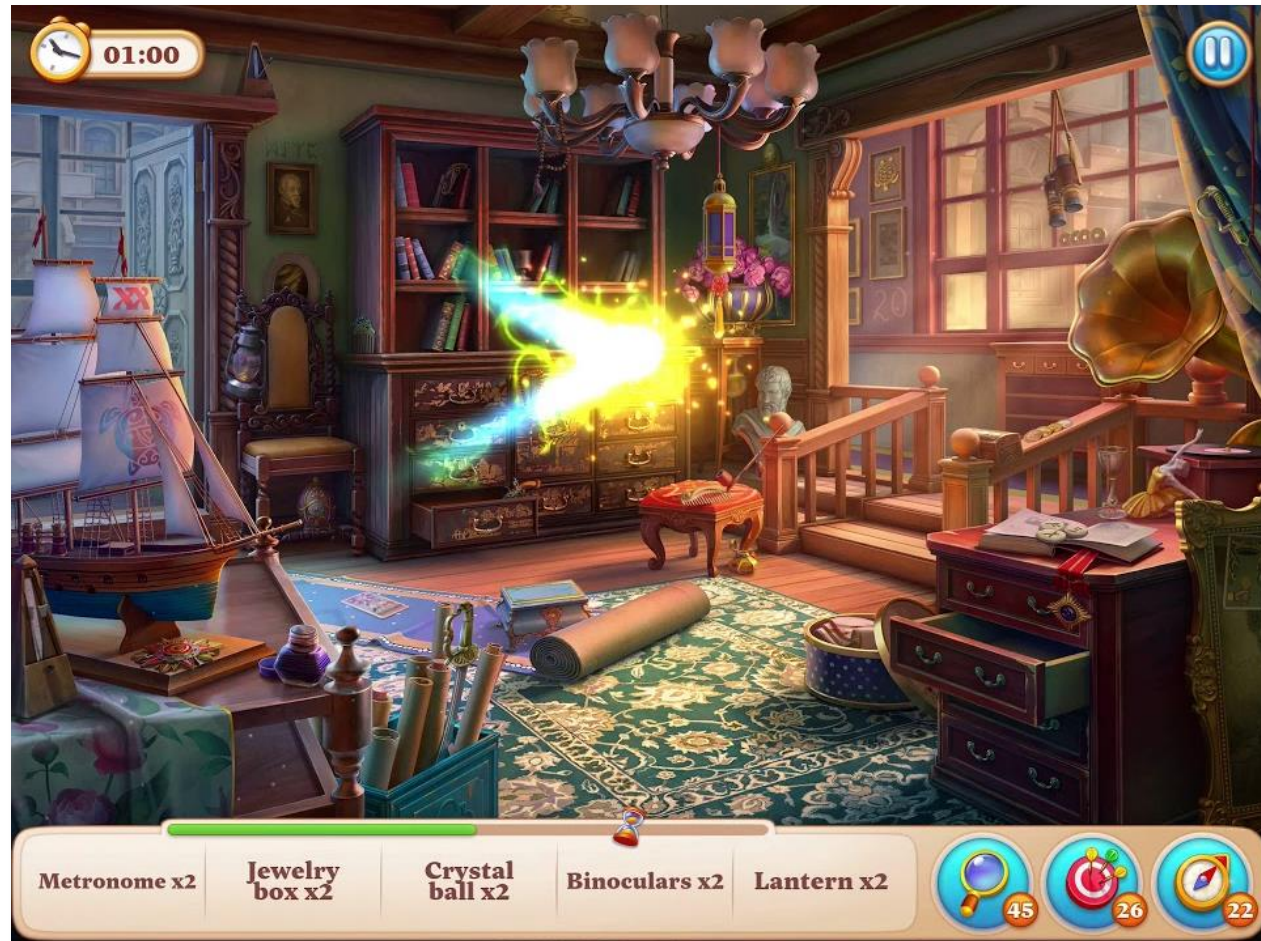
Core Gameplay



Progression



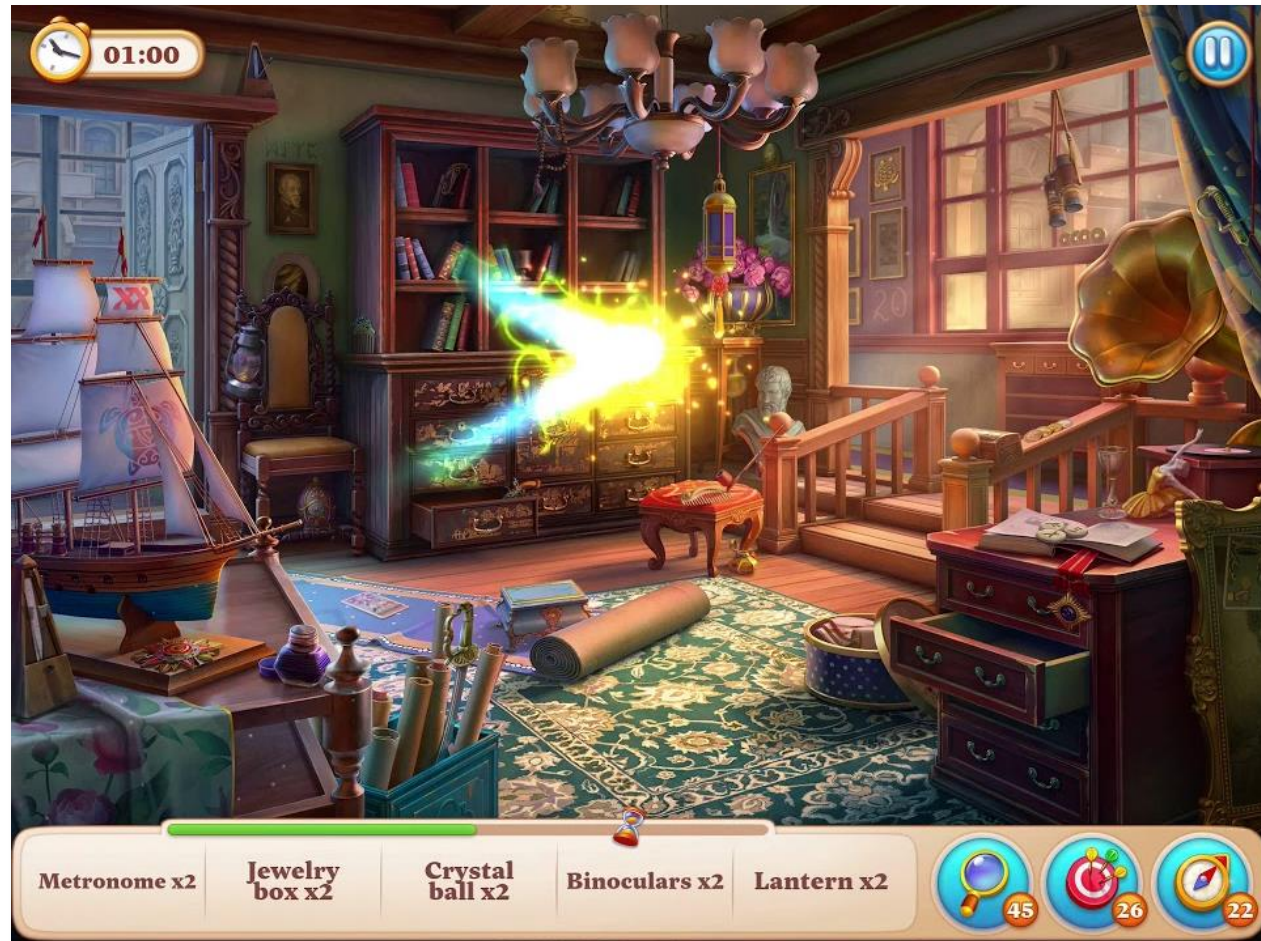
Core Gameplay



Progression



Core Gameplay

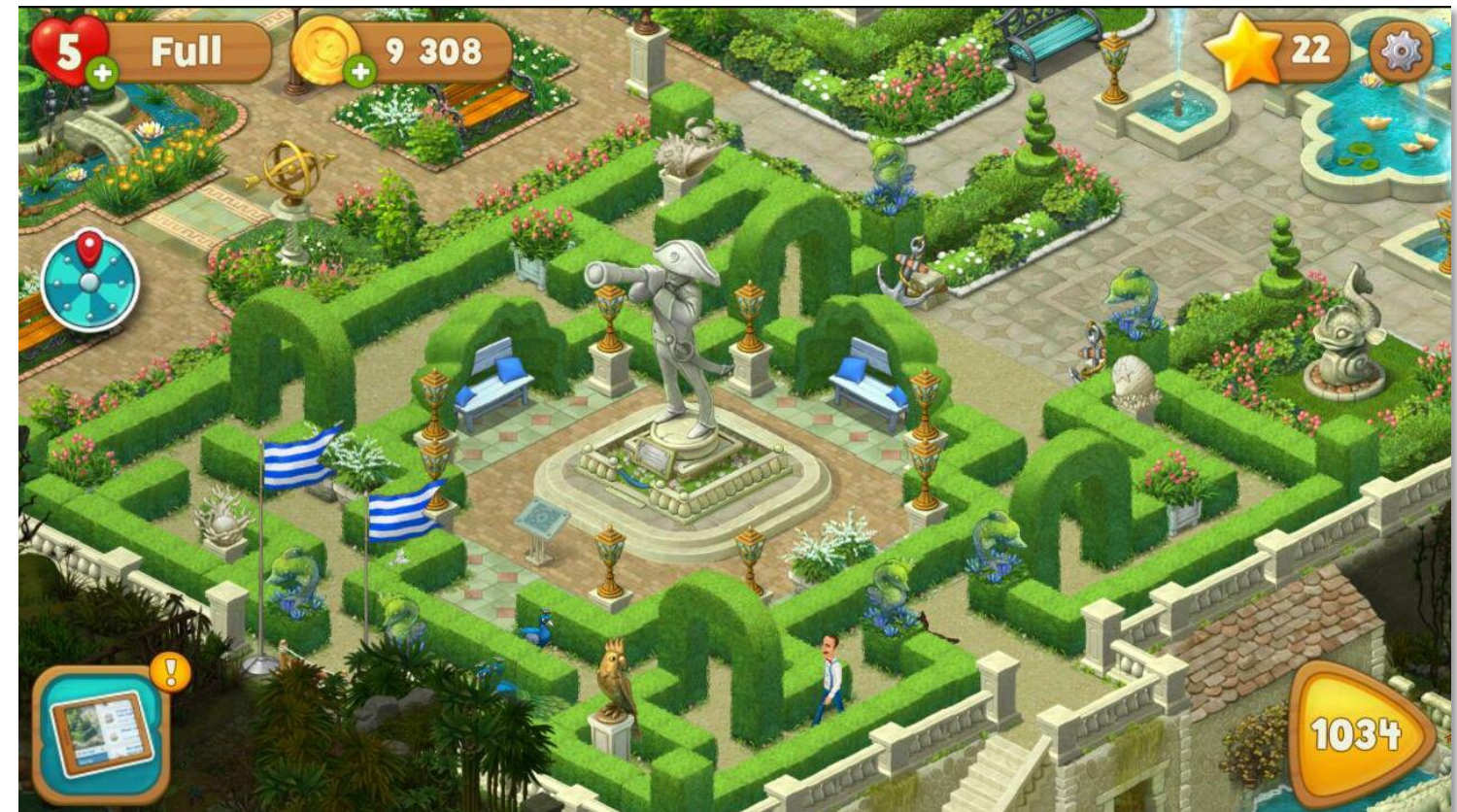


Progression



Core Gameplay

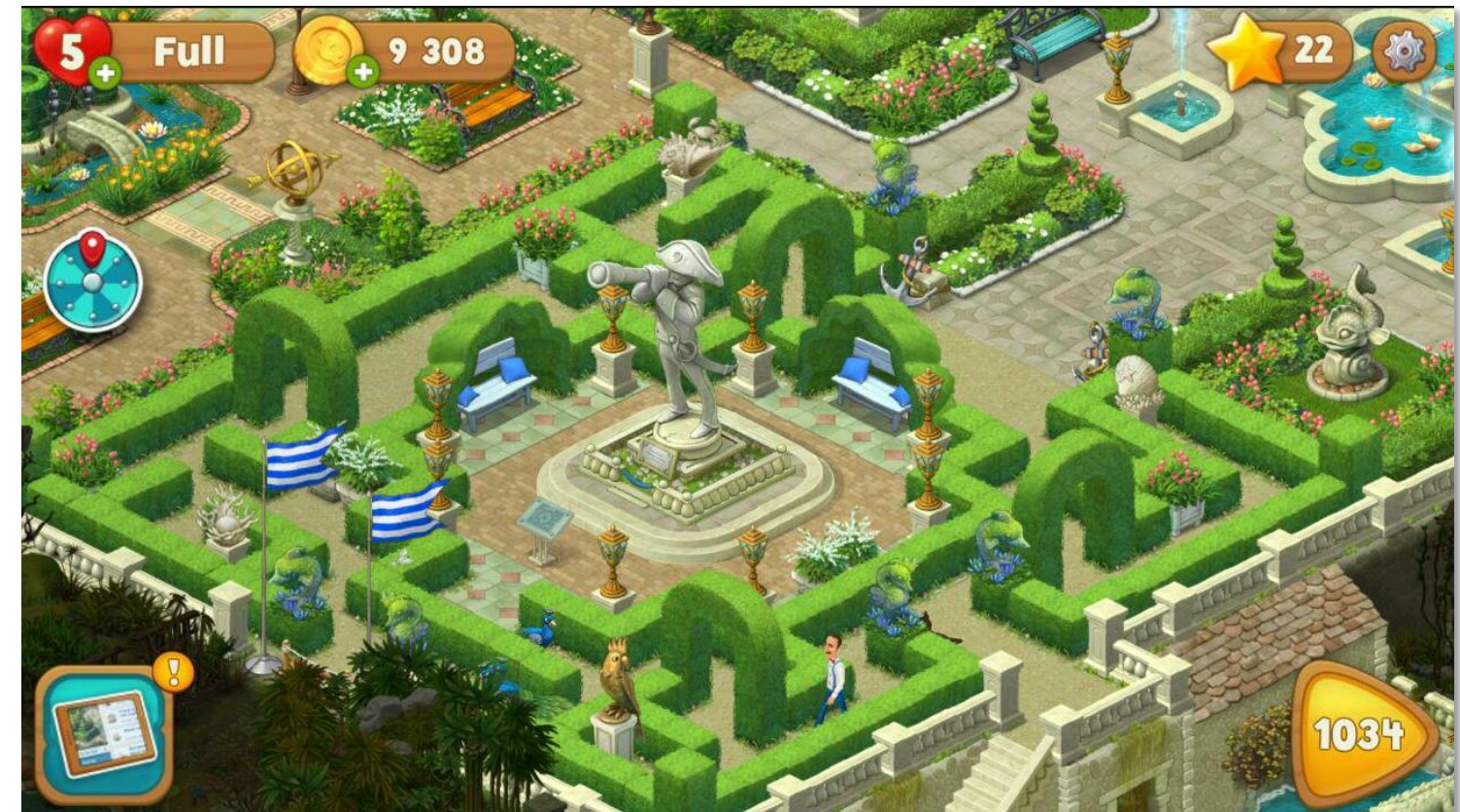
Progression



Core Gameplay



Progression



Core Gameplay



Progression



Core Gameplay

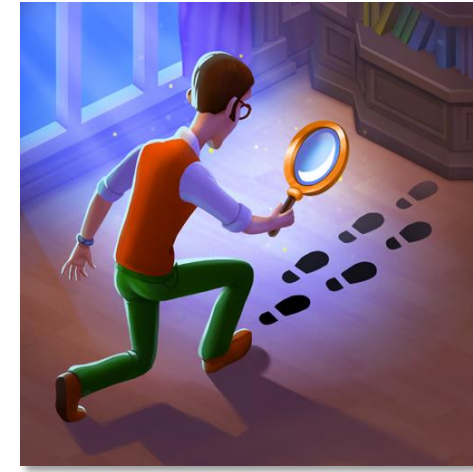


Progression

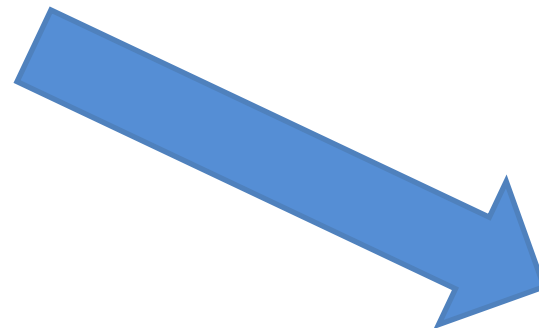


Resources

Core gameplay iteration



Core gameplay iteration



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Summary

Summary

- You don't need to reinvent the wheel

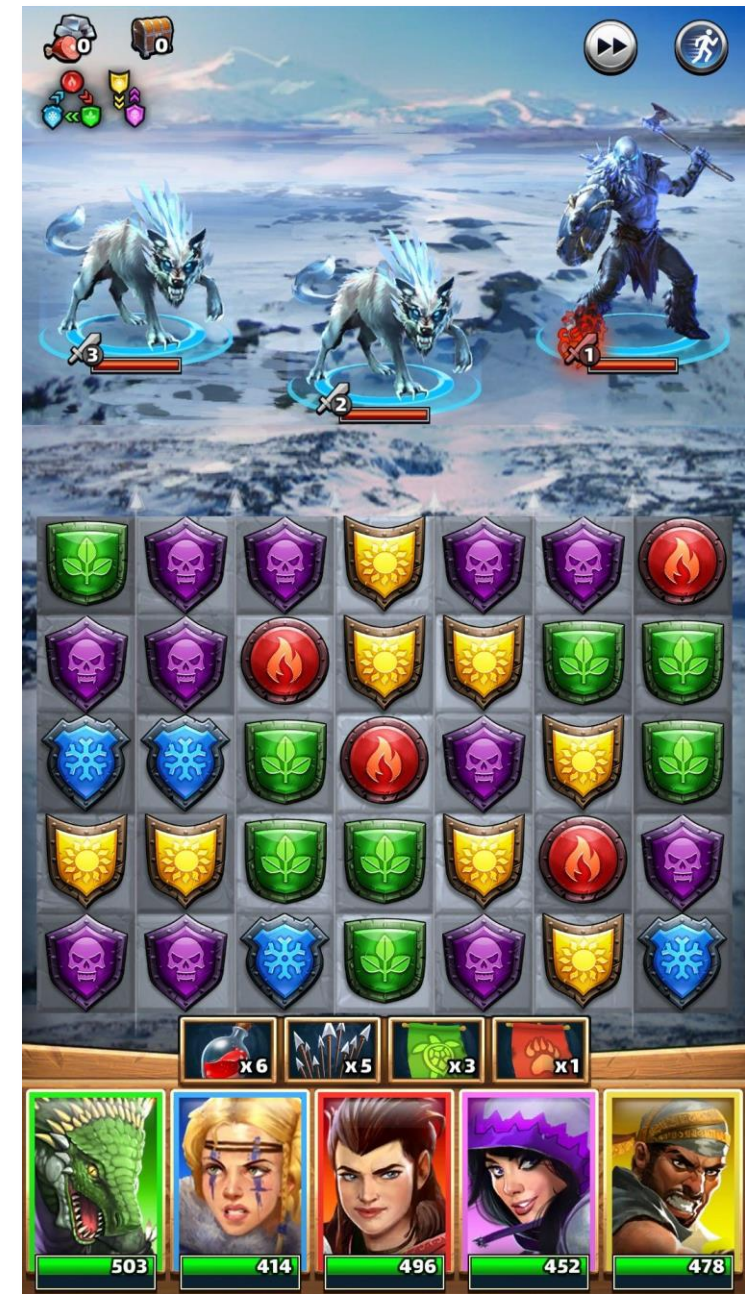
Summary

- You don't need to reinvent the wheel
- Don't copy directly – adapt/ iterate

Core Gameplay



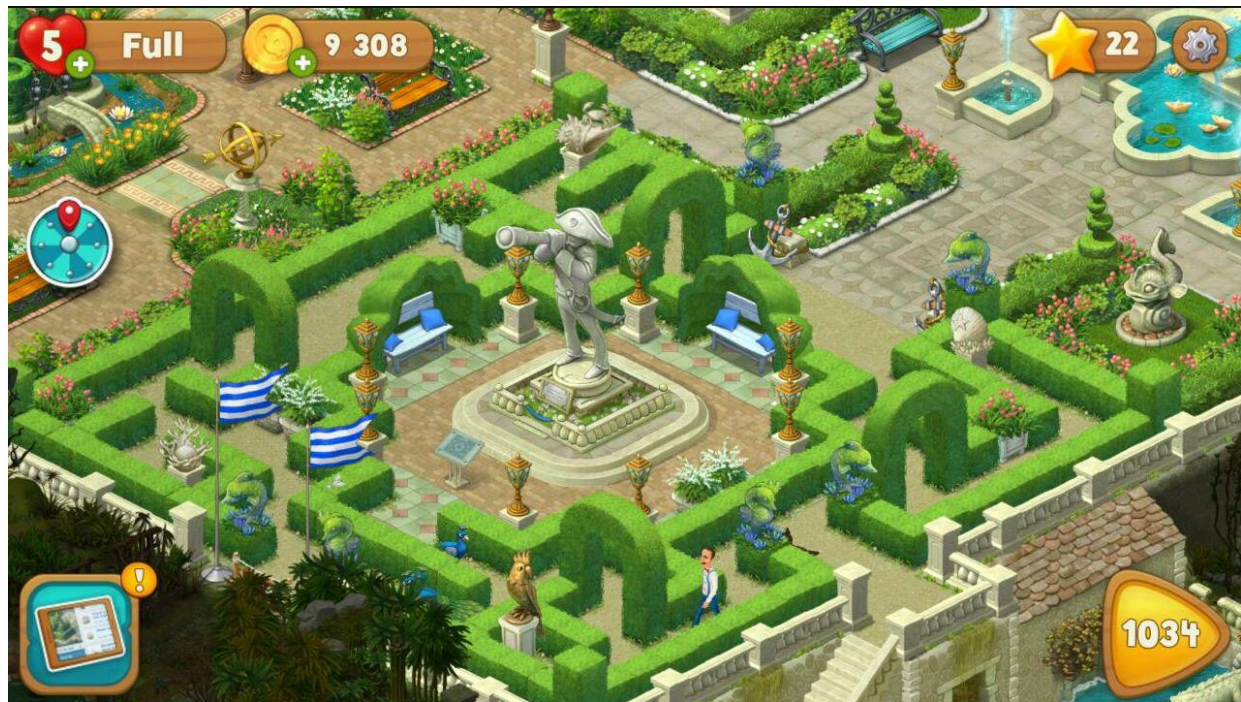
Simplification



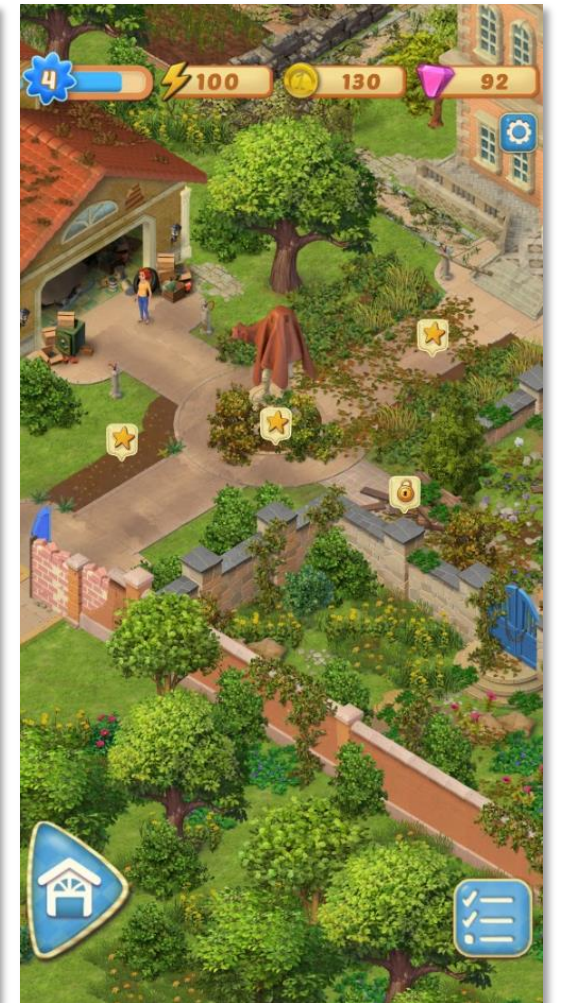
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Progression



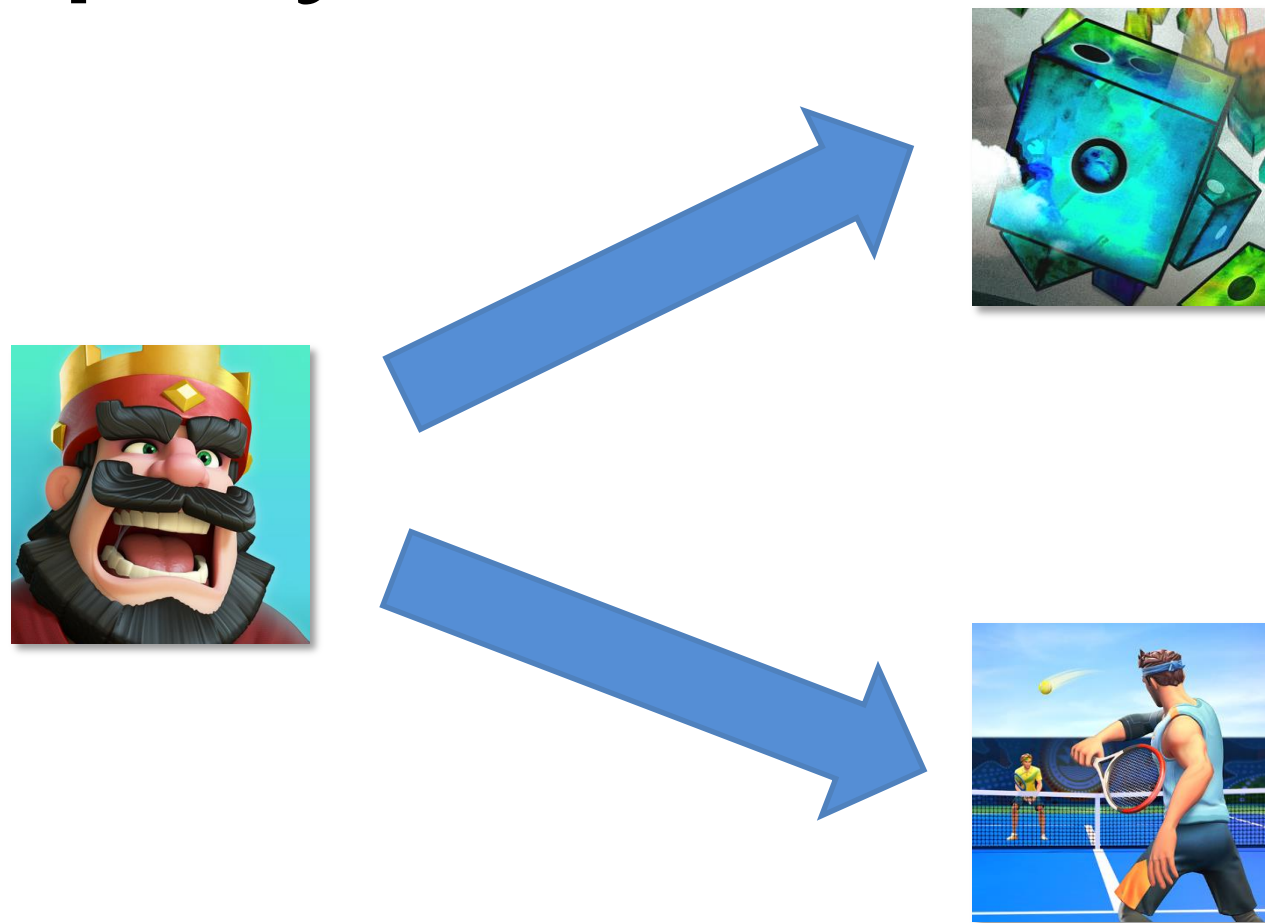
Iteration



Summary

- You don't need to reinvent the wheel
- Don't copy directly – adapt/ iterate
- Find a market fit – know your market

Core gameplay iteration



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Core gameplay iteration



Summary

- You don't need to reinvent the wheel
- Don't copy directly – adapt/ iterate
- Find a market fit – know your market

Thank you for you attention

Looking forward to your questions