



# GAME DESIGN AUDIT

*For projects in production & LiveOps*

*Do you want to confirm your product's ability to rival its competitors?  
Do you need an assessment of the new direction after a significant project shift?  
Are you seeking a fresh perspective on the remaining work to realize the vision?*

## ADVISORY

Review of your game's documentation and latest build, then conduct of a game design analysis to determine:

- Game's strengths, areas needing enhancement, and worthy investment zones
- Its proximity to a shippable state
- Simplifications aligning with the game vision
- Performance potential with its target groups
- Strategies to attract a wider audience

## ANALYSED ELEMENTS

- Core gameplay challenges
- Gameplay depth
- Gameplay complexity & learning curve
- Progression system & player goals
- Loops, structures and flows
- Retention mechanics
- Alignment of player motivations with the target audience
- Monetization model