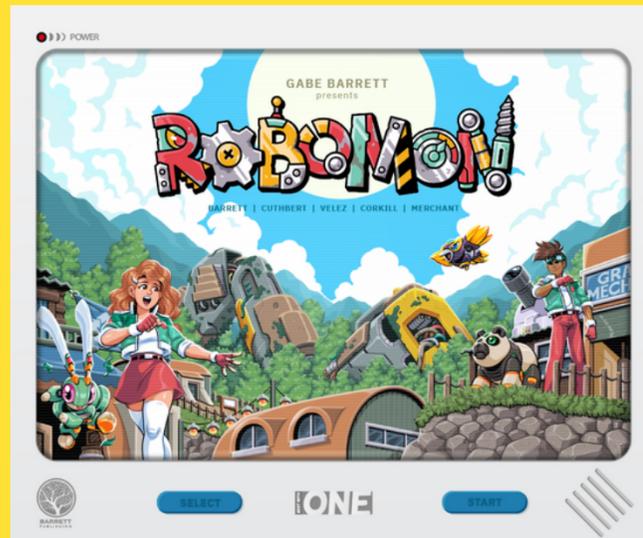


TABLE FOR ONE: HOW TO CREATE A SOLO GAME



Solo Game Experience

- Started in 2019
- 7 games on the market



Gabe Barrett

Introduction

- **Not a solo mode**

Introduction

- **Not a solo mode**
- **Not an automa simulation**

Introduction

- **Not a solo mode**
- **Not an automa simulation**
- **A game specifically designed
for one player**

Why design a solo game?

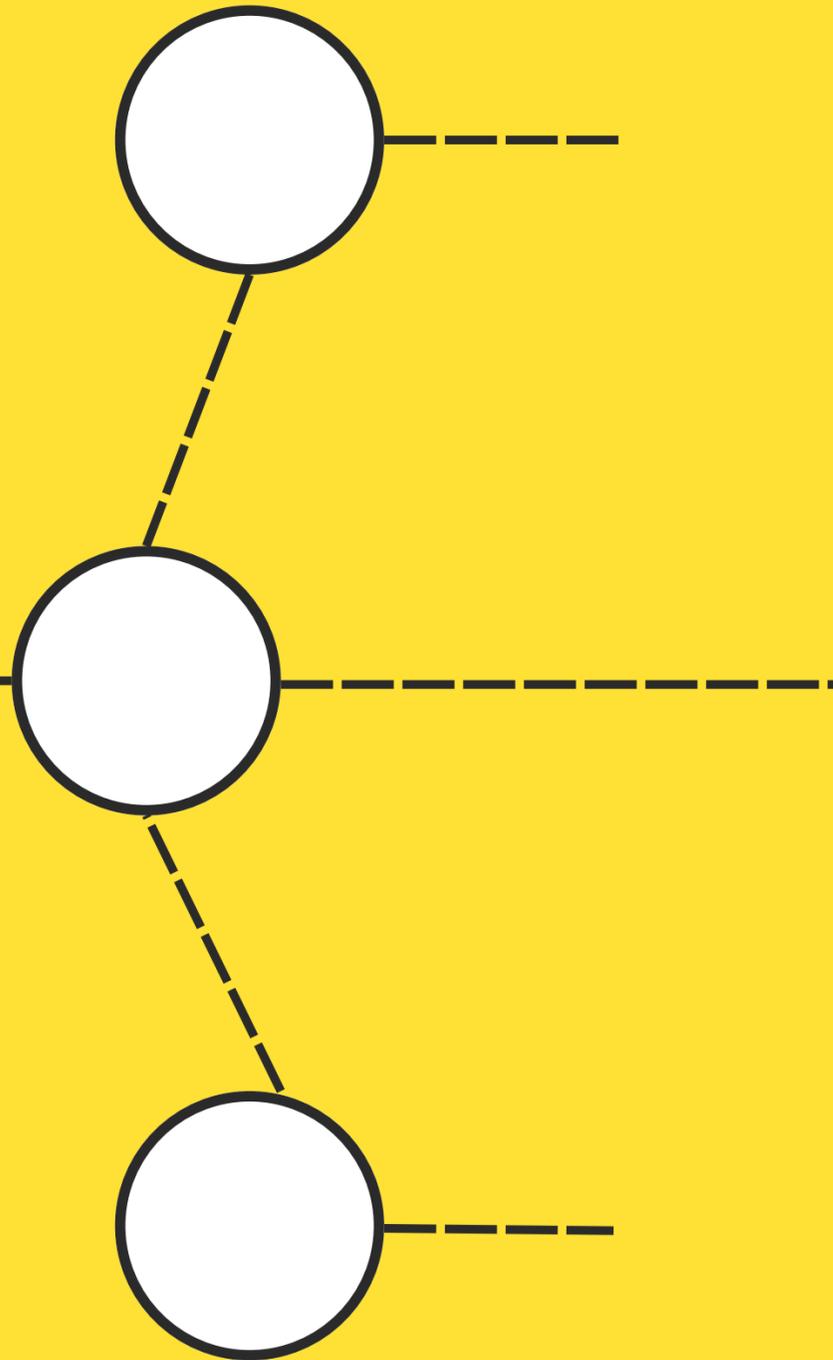
Why design a solo game?

- **It's easier**
 - **Only need one playtester**
 - **Fewer variables**

Why design a solo game?

- **It's easier**
 - **Only need one playtester**
 - **Fewer variables**
- **Growing Popularity of Solo Gaming**
 - **Pandemic**
 - **Busyness of life**
 - **More good solo games on the market**

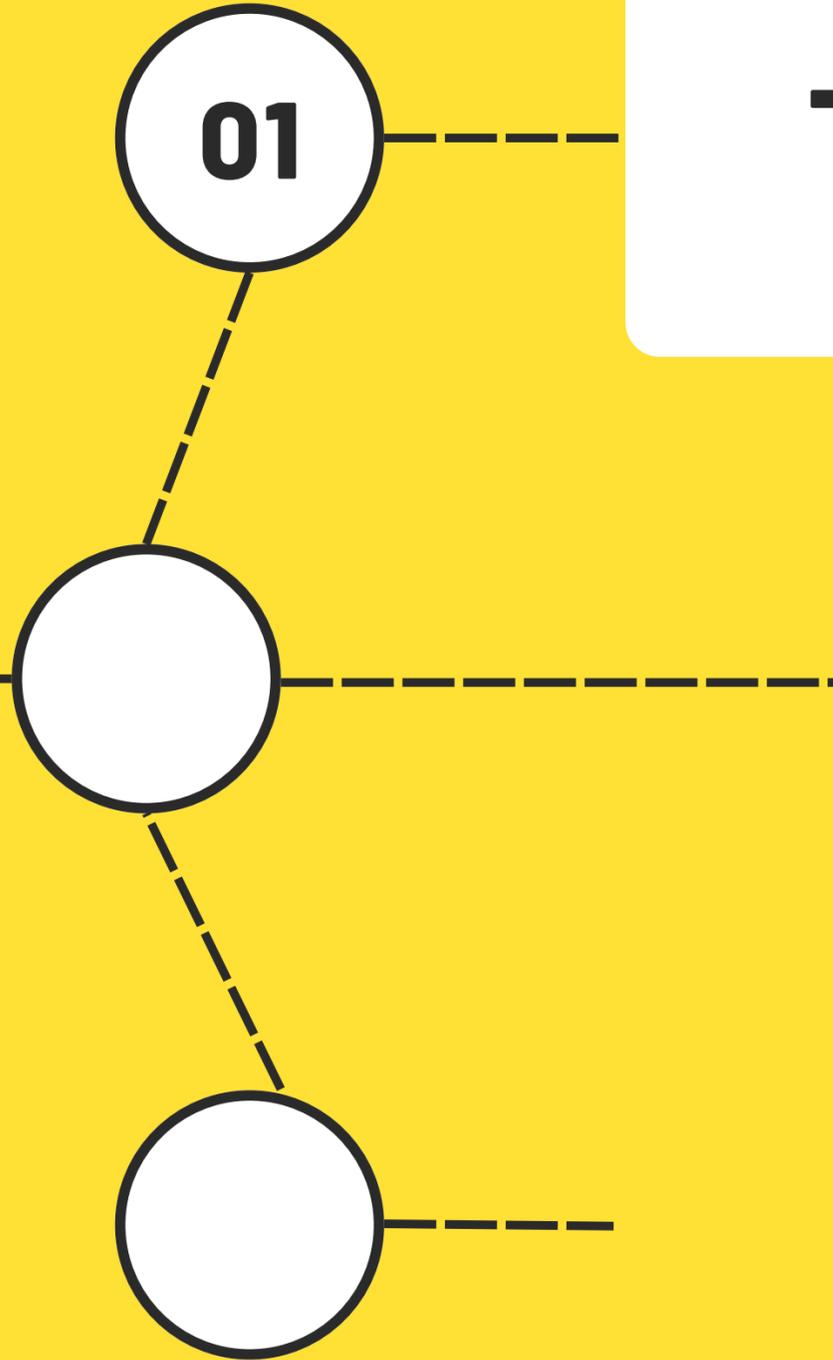
SOLO GAME DESIGN TRIDENT



SOLO GAME DESIGN TRIDENT

01

Timers



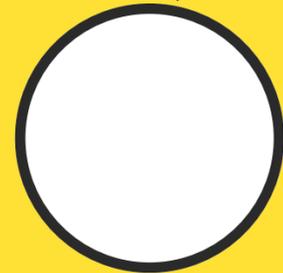
SOLO GAME DESIGN TRIDENT

01

Timers

02

Threats



SOLO GAME DESIGN TRIDENT

01

Timers

02

Threats

03

Treats

Examples

Examples



Examples



- **Timers**
 - **Health**
 - **Time**

Examples



- **Threats**
 - **Combat**
 - **Losing progress**

Examples



- **Treats**
 - **New items/guns**
 - **Progress**

Examples



Examples



- **Timers**
 - **Mothership**
 - **Damage**

Examples



- **Threats**
 - **Mothership**
 - **Small ships**

Examples



- **Treats**
 - **New options and combos**

Examples



Examples



- **Timers**
 - **Health**
 - **Terror deck**
 - **Time**

Examples

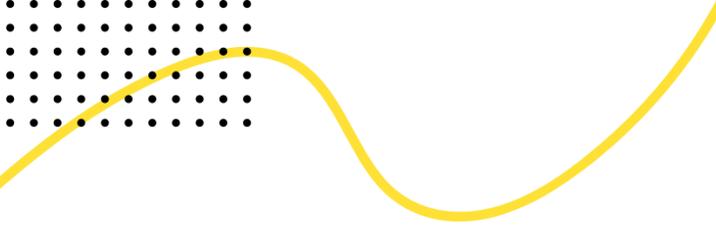


- **Threats**
 - **Time**
 - **Boss power**
 - **Victims**

Examples



- **Treats**
 - **New cards and combos**
 - **Victims**



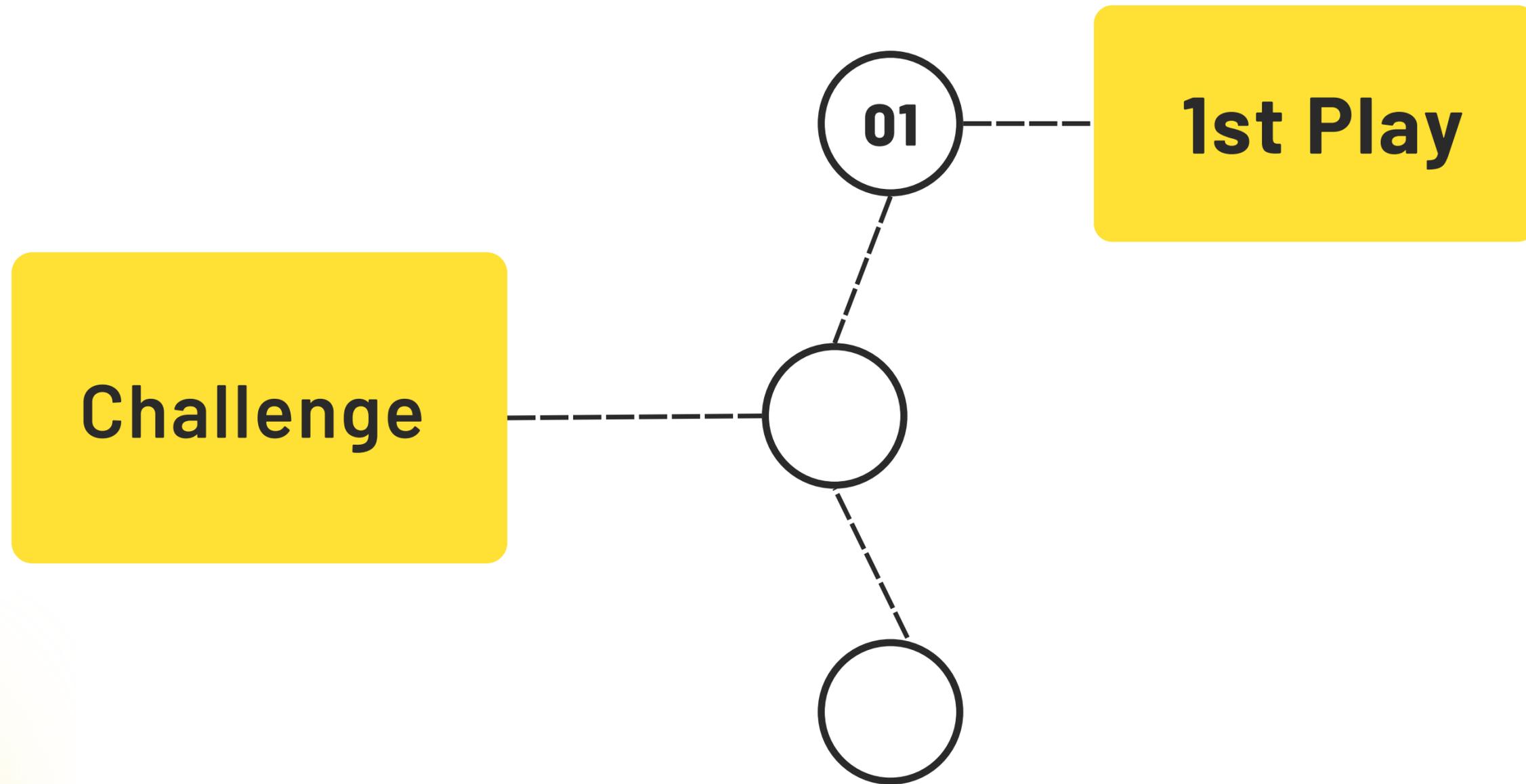
OTHER CORE ELEMENTS



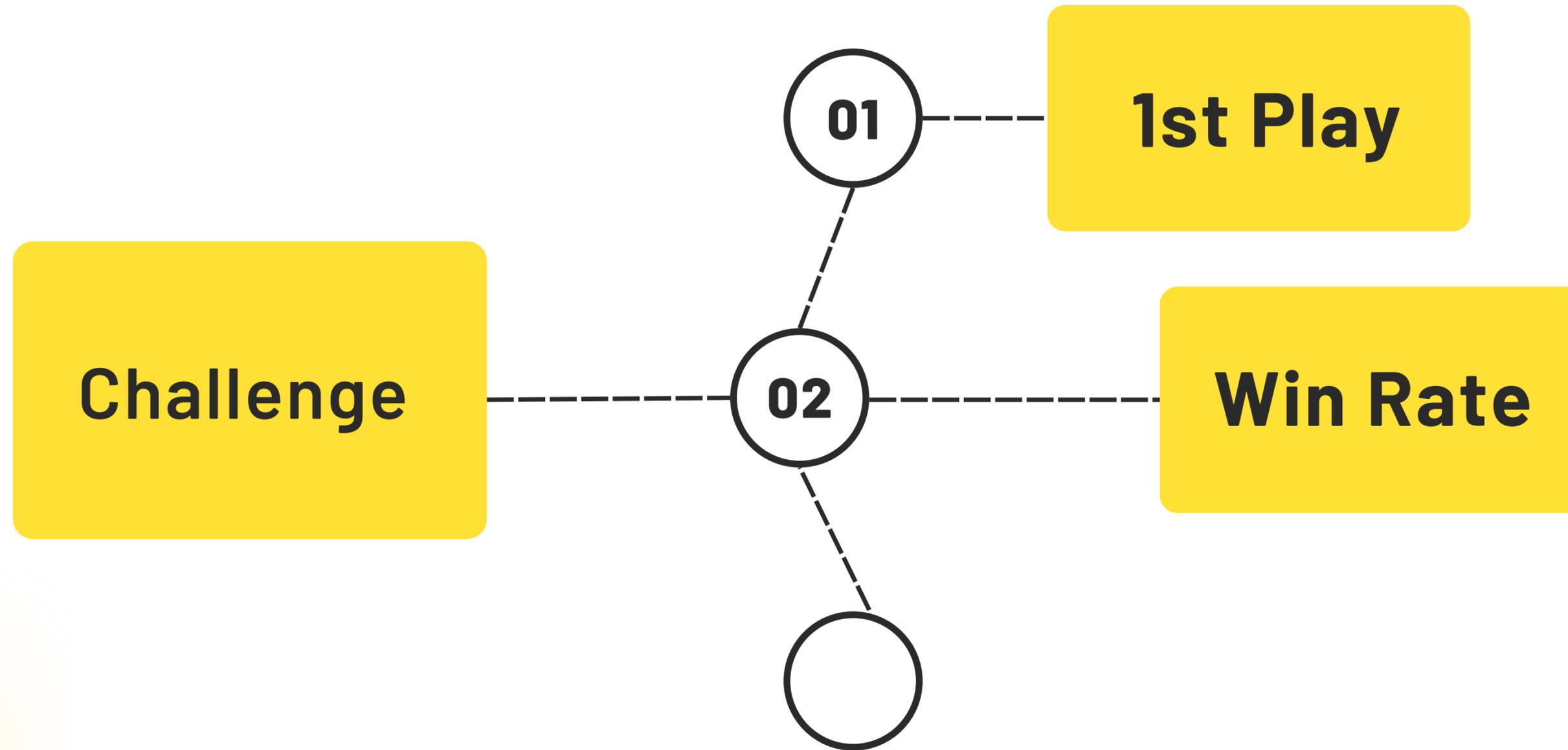
OTHER CORE ELEMENTS

Challenge

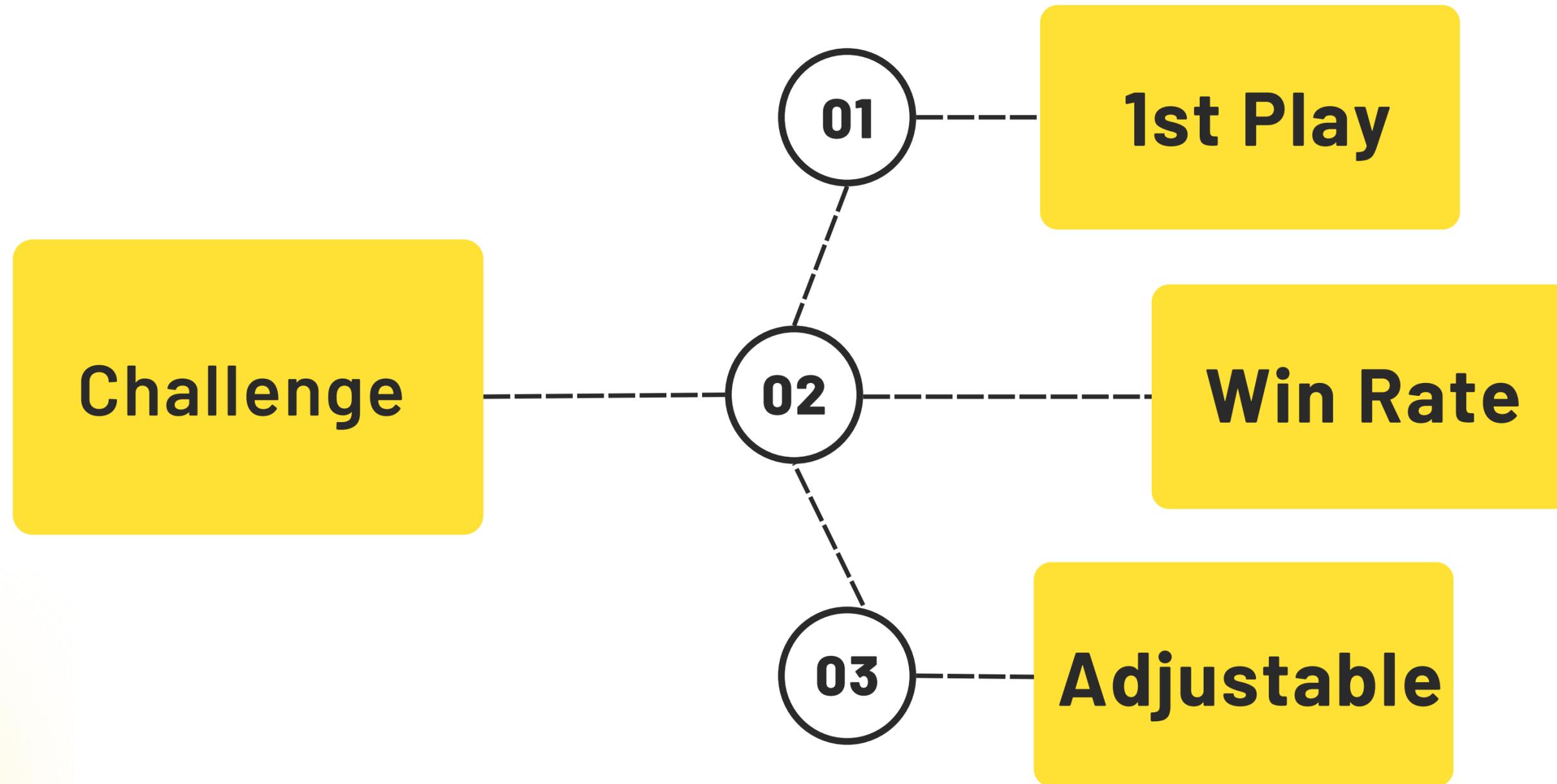
OTHER CORE ELEMENTS



OTHER CORE ELEMENTS



OTHER CORE ELEMENTS



OTHER CORE ELEMENTS

Challenge

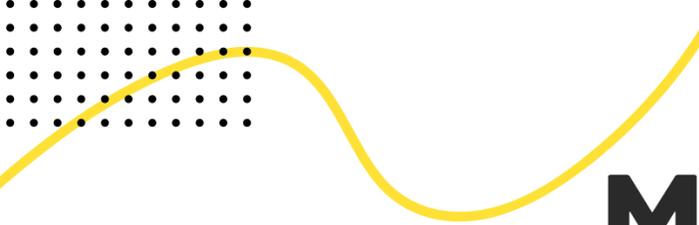
Replayability

OTHER CORE ELEMENTS

Challenge

Replayability

**Storytelling
&
Immersion**



MECHANICS SUITED FOR SOLO



MECHANICS SUITED FOR SOLO

**Basically
Any**

MECHANICS SUITED FOR SOLO

**Basically
Any**

Puzzles

MECHANICS SUITED FOR SOLO

**Basically
Any**

Puzzles

**Longform
Reading**

MAIN CHALLENGES

MAIN CHALLENGES

Repetitiveness

MAIN CHALLENGES

Repetitiveness

Balance

MAIN CHALLENGES

Repetitiveness

Balance

**Skippable
Content**

DESIGNING THE AI

DESIGNING THE AI

Clear

DESIGNING THE AI

Clear

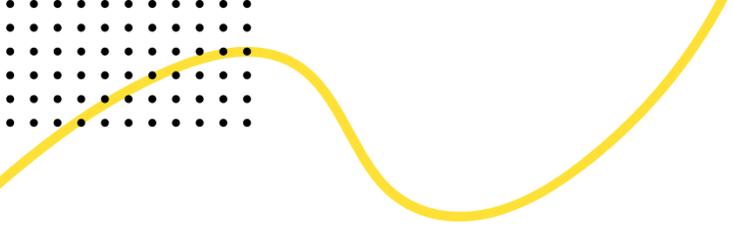
Quick

DESIGNING THE AI

Clear

Quick

Adjustable



A NOTE ON PLAYTESTING

Q&A