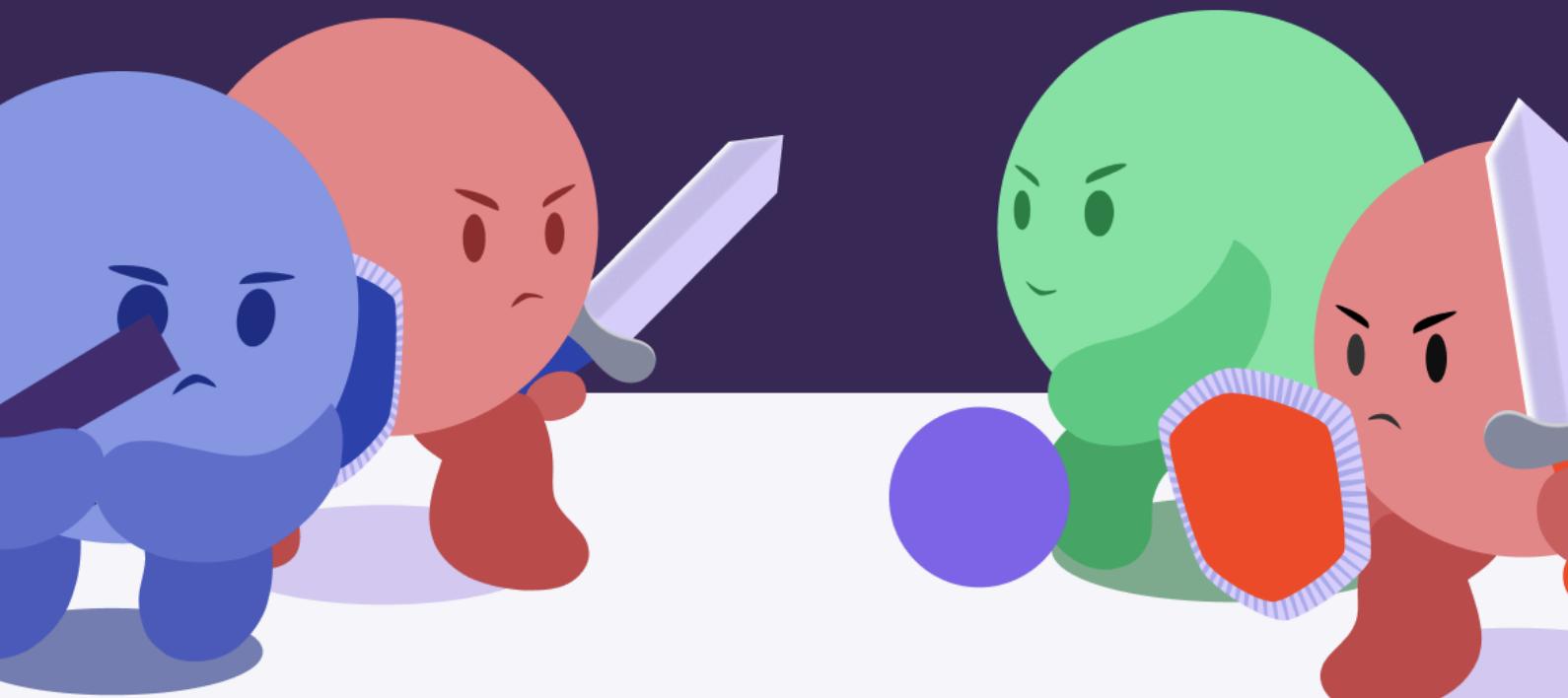




# Features



# Challenge 0

“Which artwork will be added to the game?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



# Challenge 1

“Which feature can we use to attract players?”

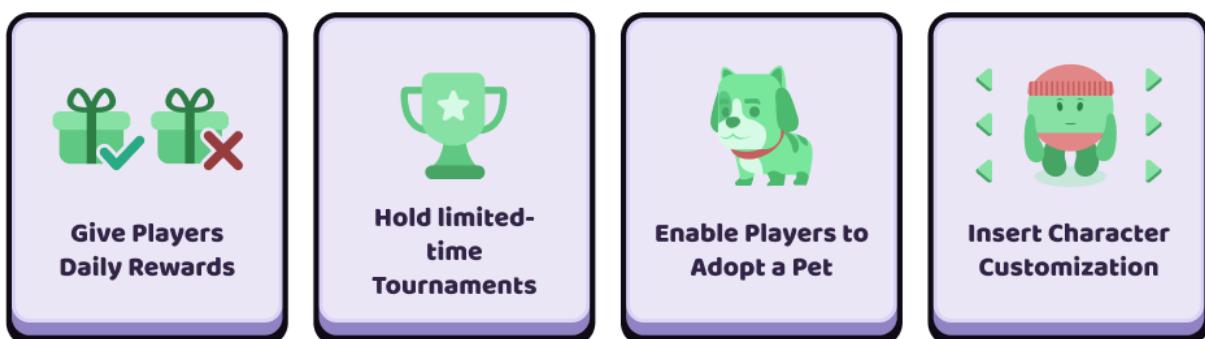
Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



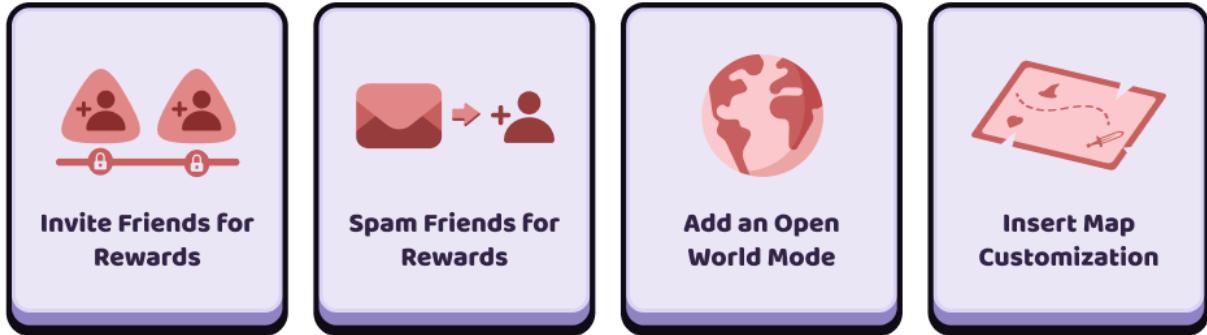
Green: Cell Soccer (Sports Game)



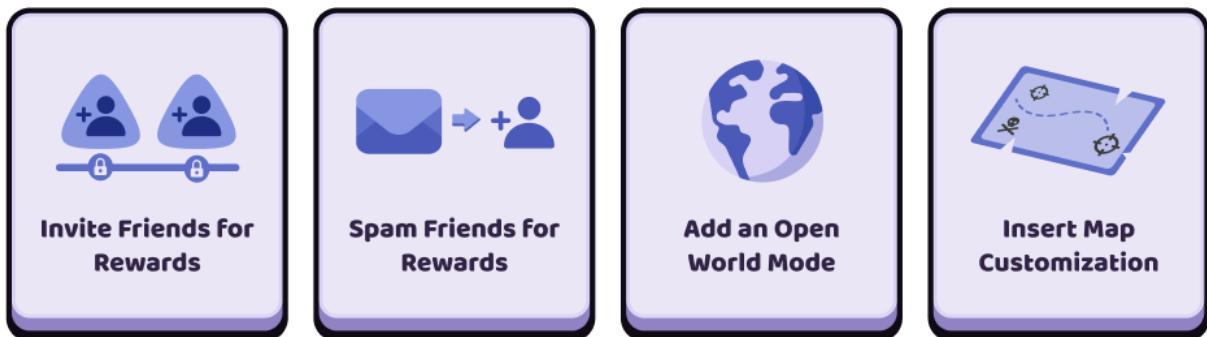
## Challenge 2

“What can we implement to bring in more players?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



## Challenge 3

“How can we make the game more profitable?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



## Challenge 4

“What can we insert to keep players interested?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



## Challenge 5

“What feature can keep players engaged as difficulty increases?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



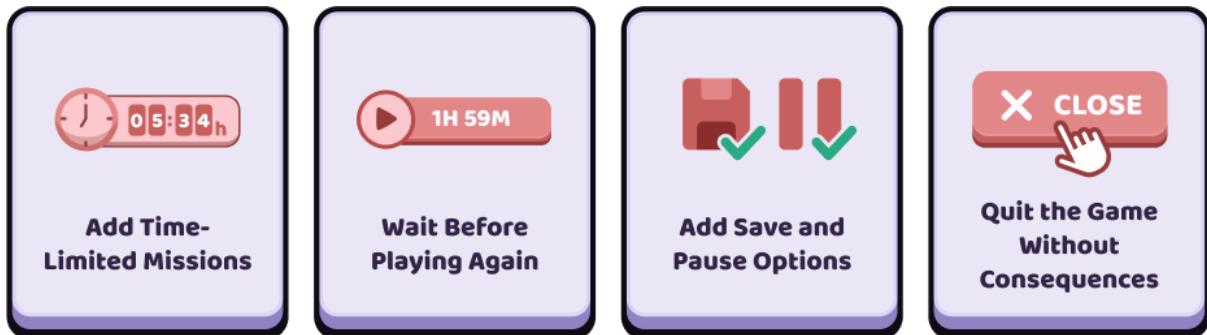
Green: Cell Soccer (Sports Game)



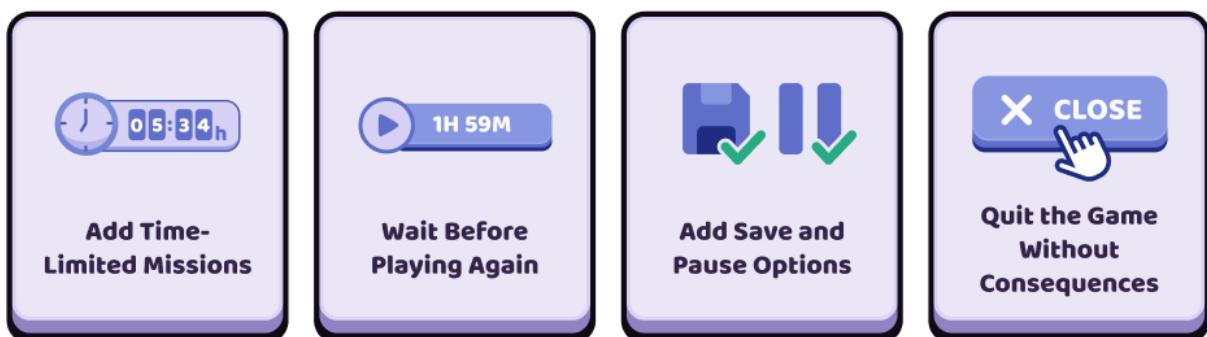
# Challenge 6

“How can we get players to take a break?”

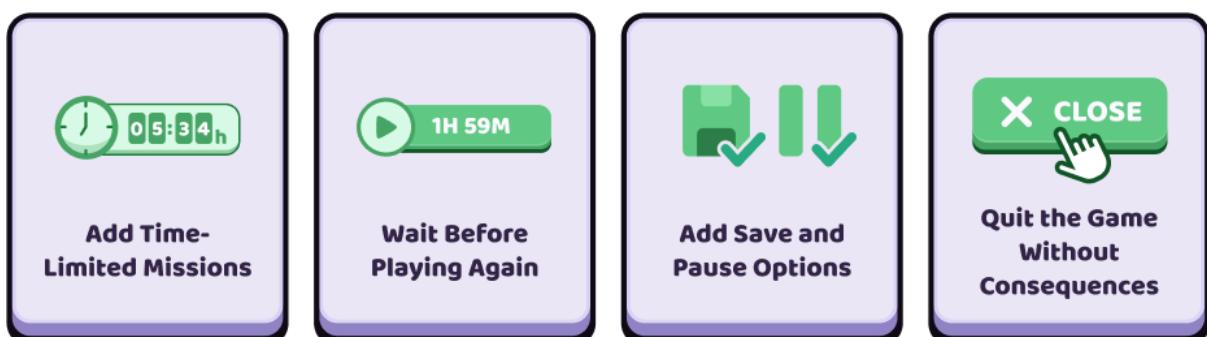
Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



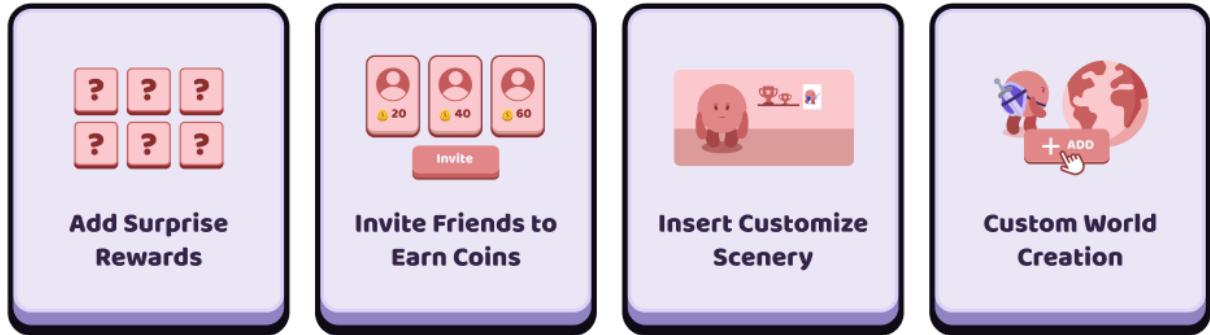
Green: Cell Soccer (Sports Game)



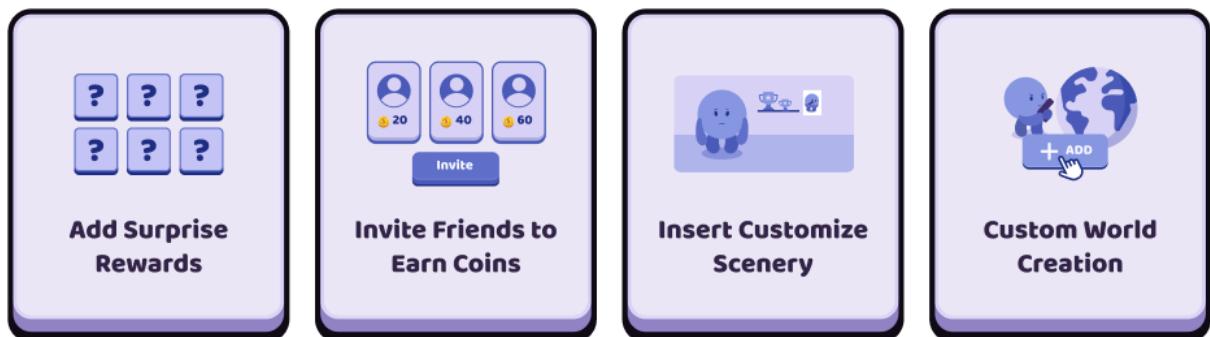
# Challenge 7

“What feature can we use to optimize resource use?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



# Challenge 8

“What can we implement to ensure strong profit?”

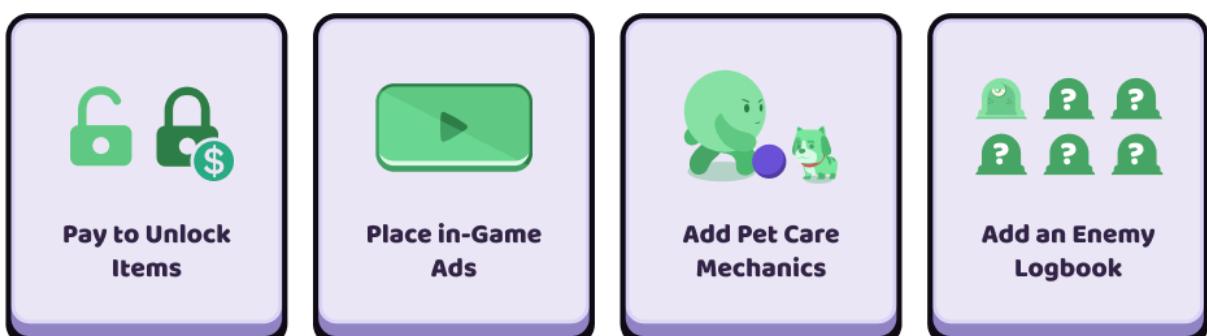
Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



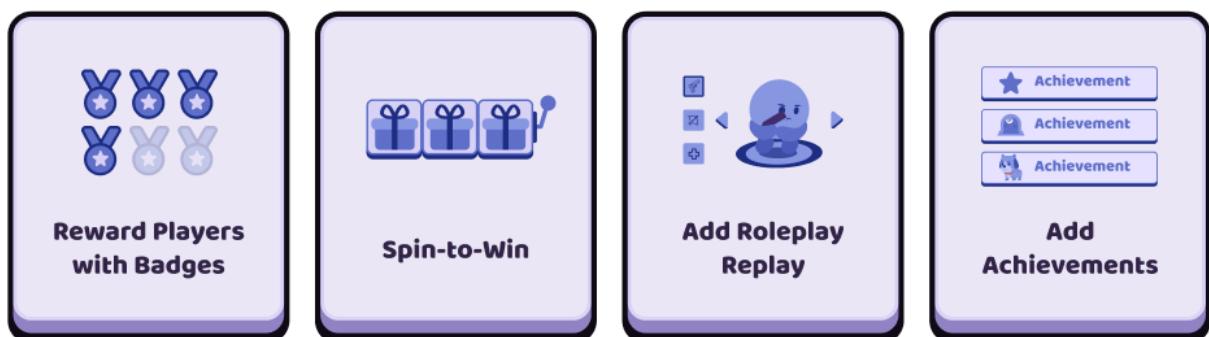
# Challenge 9

“How can we insert to motivate players through rewards?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



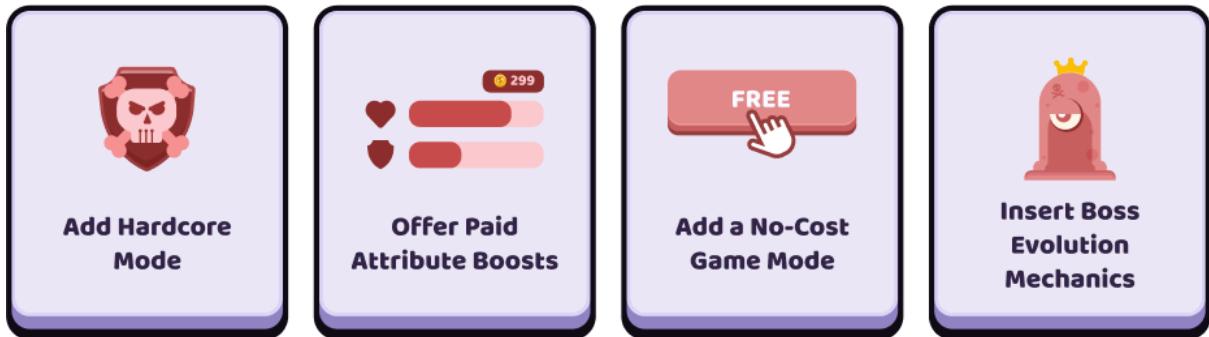
Green: Cell Soccer (Sports Game)



# Challenge 10

“What can we use to keep players engaged as difficulty rises?”

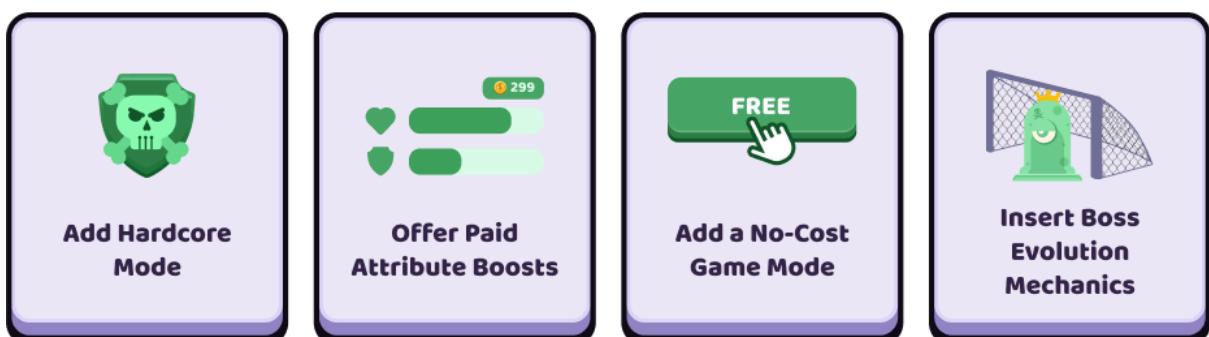
Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



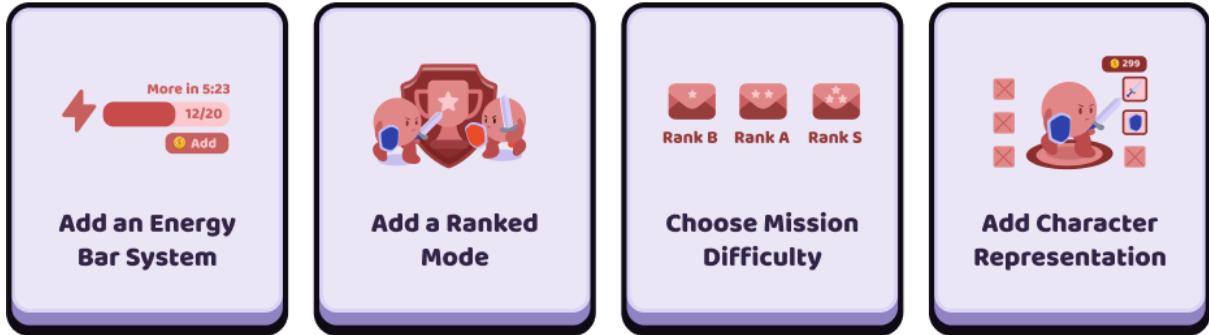
Green: Cell Soccer (Sports Game)



# Challenge 11

“Which feature keeps players interested for a long-term?”

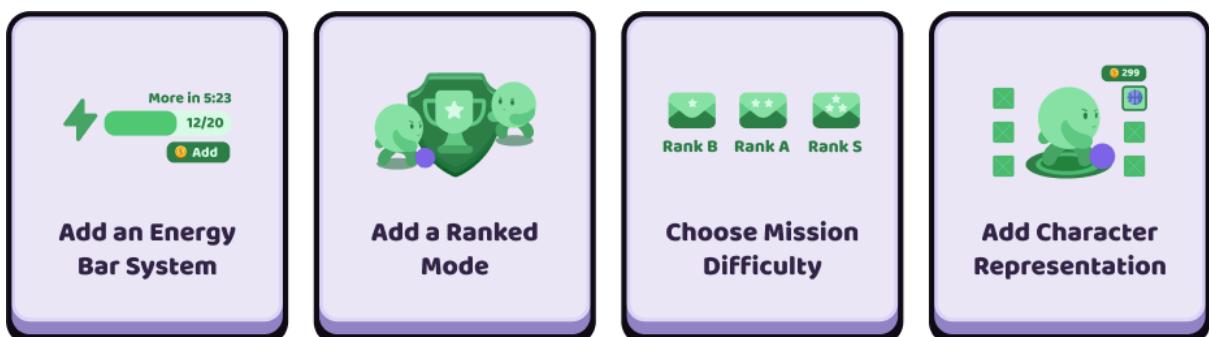
Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)



## Challenge 12

“What feature can we use to keep the game profitable long-term?”

Red: Cell Fantasy (RPG Game)



Blue: Overcell (FPS Game)



Green: Cell Soccer (Sports Game)

