



Role Playing Games (Fashion, Narrative) Test Assignment

THIS IS A READ ONLY DOCUMENT.

KINDLY MAKE A COPY OF THIS ASSIGNMENT

**(go to “file” on the top left of the sheet, hit “make a copy” and save it as
YourName_Mobile Game Designer (RPG) Assignment)**

Intellectual Property Disclaimer

Games2Win values IP above all else, and we do not use work submitted for hiring purposes in our actual products or content.

If you are more comfortable signing an NDA with us, please download this draft, fill it out, sign it, and send it to us for our signatures. Then, proceed with the assignment.

Part 1: Feature Ideation - Fashion Games

Play our top game fashion game, FASHION STYLIST, which has over 60 million downloads: Fashion Stylist - Dress Up Game ([Android](#) / [iTunes](#))

Next, play our top competitors: [Covet Fashion](#) and [Super Stylist](#).

Part 1: Detail 5 FEATURES on how you would improve our Fashion game.

Create a simple Google Slides PPT (NOT PDF) with screenshots that explain what happens in the game and what you would like to do to improve/enhance/add to gameplay. Explain each feature with the benefit it brings to the game—the more detailed the explanation, the better.

Note: DO NOT FOCUS ON aspects such as

- *3D Game Play in Super Stylist vs 2D Game Play in our game*
- *Branded clothes in Covet Fashion vs Unbranded Clothes in our game etc*

Focus on improving gameplay, immersion and feature ideas we could add to make our top fashion game shine!

Part 2: Feature Ideation: Narrative Story Game

Play our top game story, Narrative game, DECISIONS, which has over 40 million downloads:

Decisions ([Android](#) / [iTunes](#))

Next, play our top competitors, [Chapters](#) and [Choices](#).

Part 2: Detail 5 FEATURES on how you would improve Decisions

Create a simple Google Slides PPT (NOT PDF) with screenshots that explain what happens in the game and what you would like to do to improve/enhance/add to gameplay. Explain each feature with the benefit it brings to the game—the more detailed the explanation, the better.

Note: DO NOT FOCUS ON

- *Type of Stories that the competition has (WE DO NOT want to publish Adult stories)*

Focus on improving gameplay, immersion and feature ideas we could add to make our top fashion game shine!

Part 3: Wireframing and Documenting Features

THIS IS A VERY CRITICAL PART OF THE ASSIGNMENT. PAY 100% ATTENTION AND FOCUS

Part 3: Imagine we need an immersive MISSIONS feature in the Story Game (Decisions)

Why? To improve RETENTION.

Well-designed Missions and Quests deliver quick, mid, and long-term wins to players,

motivating them to keep coming back, progress, win, and make appointments with the game.

Create a detailed Missions feature Google Slides PPT (NOT PDF) AFTER reading how we make our game requirement document, fondly called Click By Click or CBCs.

Reference:

This CBC was used for creating catalogues in one of the Dress Up Games - [Dress Up Game - Catalog](#)

IMPORTANT NOTE

- While this slide deck has 42 slides, you could present your case in fewer slides (at least 15) so long as there is a deep meaning of how, what, and why you want to build what you propose.
- All your slides should be detailed (wireframes, not flowcharts) and explain how thoroughly you think about game design, user empathy, and creating a great consumer experience.
- Also, do NOT worry or invest time in making the presentation 'beautiful'. We aren't hiring you for artwork :)

- CAREFULLY review these sample CBC documents BEFORE you attempt the question above.

We take our documents and attention to detail extremely seriously. The more the details, the better

There are 3 parts to the assignment. Ensure that you attempt and complete each one to the best of your ability.

Good luck!