

Village the Game

After some promising focus group sessions to validate the technology platform of Village the Game, it's time to take the gameplay narrative to the next level. We're looking for a game designer.

Responsibilities:

1. Calibrate the in-game economy.
2. Define the technology tree.
3. Define the in-game goals and rewards.

Village the Game is an html5 game designed from the ground up to make every art asset, sound asset, every game rule easy to upgrade via Google Sheets.

Metrics that define success:

1. Anecdotal feedback from additional gameplay sessions.
2. Quantity improvement of players who log back into the game after the first play.

Qualifications

1. Passion for interactive story.
2. Familiarity with Google Sheets, Google Drive.
3. Familiarity with Task management apps like Asana, Trello.

Bonus Accomplishments

1. Design emails and facebook message that remind players when to harvest their crops or help out with something in their village. These template messages should integrate well with look / feel of the game itself.

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