

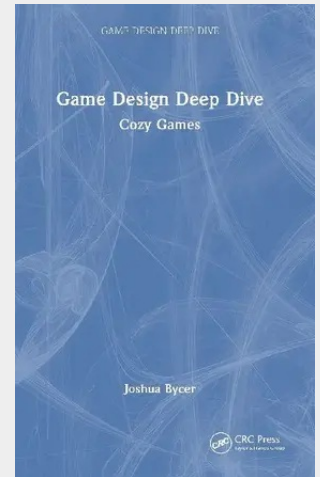
Bycer

Game Design Deep Dive

Cozy Games

Game Design Critic Josh Bycer continues the Deep Dive series with an examination of cozy games. The market for coziness has grown dramatically, thanks to showcases like Wholesome Direct and consumers wanting something to help them relax in a stressful world. Key Features: - Discusses the success of Stardew Valley and how it became the poster child for cozy games, and offers a brief history of the genre. - Examines UI/UX design and how to have effective playtesting done for your game, both required lessons for developers today. - Looks at what it means to build a low-stakes game while still offering progression and rewards to keep people invested.

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