

The last 10%

**Polishing is the *last 10%* of the
development process
But it should take *90%* of the *time***



What is polish?

- Elimination of features
- Tightening of the loops
- Focusing and testing the metagame
- **CONSISTENCY OF EXPERIENCE**



WORLD HEADLINES

CAPTORS EXTEND DEADLINE
FOR HOSTAGE NEGOTIATIONS



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BASKETBALL: LOS ANGELES LAKERS CONTINUES TO RESTRUCTURE LINEUP; TEAM TRADE

TIME

What is consistency of experience?

LIMIT

- Define play experience
- Which elements of the loop enhance that experience?
- Which elements of the metagame enhance that experience?
- UI
- Response time



What to polish?

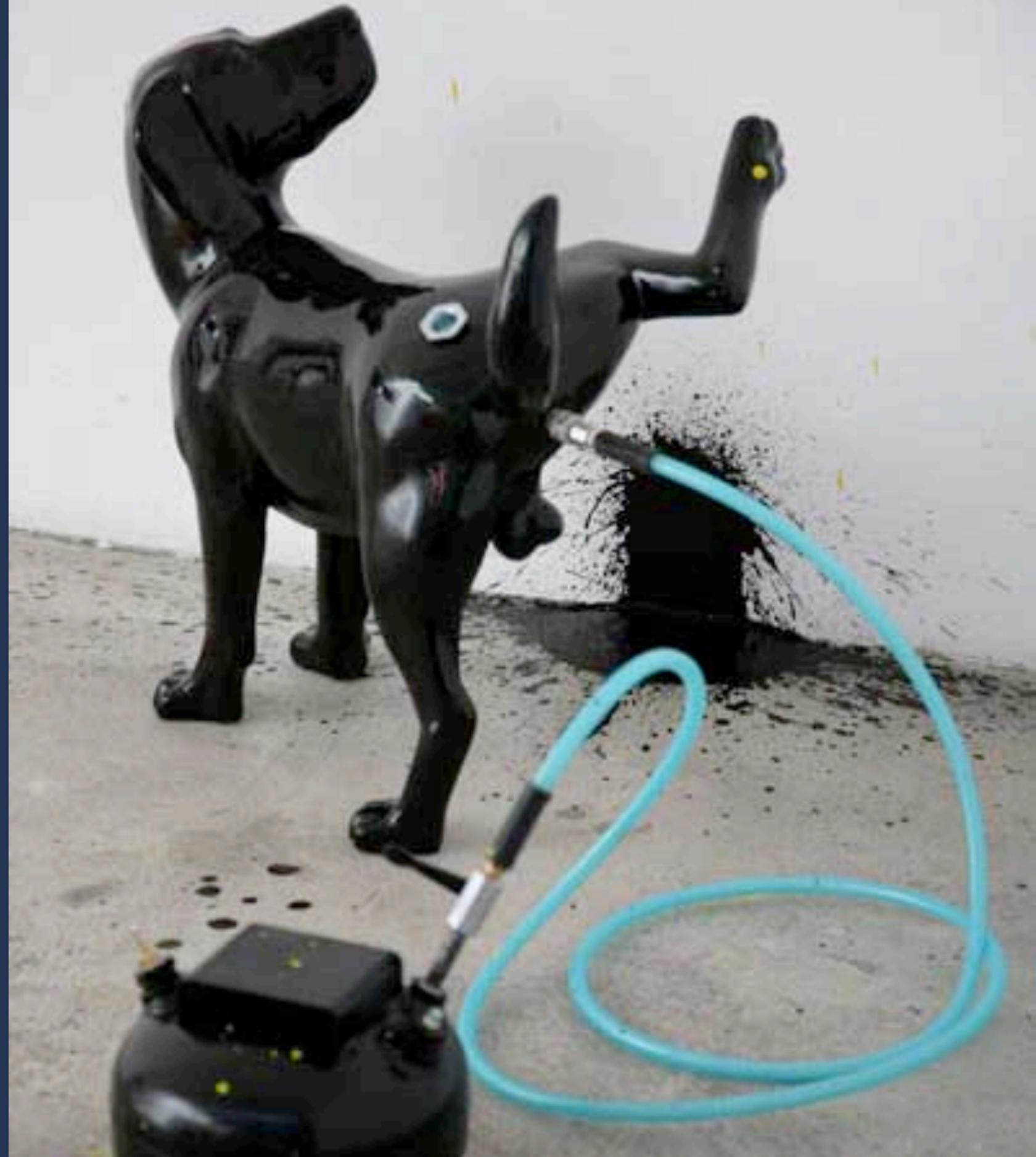
Loops

- completion time
- feedback (both UI and system response time)
- kinaesthetics
- aesthetics
- juiciness



Metagame

- context: how can the game better fit the context
- economy: whales, seahorses, turtles, ... diversity of players and diversity of balance
- fiction



When to polish

