

Appendix

Final Boss Design Template:

Constraints:

Core Mechanics: *(analyze the core loop and player actions, decide on the focus)*

Target Audience: *(adjust difficulty to the player type, know and use their expectations)*

Others: *(list everything else constraining the encounter, e.g. scope, story, and time)*

→ Think about what limits the possible gameplay in that boss fight.

Purpose:

Mechanical Intent: *(block progress, test skill, varyate gameplay, resolve narrative, etc.)*

Aimed Experience: *(find what stands out, list the targeted kinds of fun and pleasure)*

→ Define the goals of the encounter and what you want to achieve with it.

Pillars:

Gameplay: *(communicate high-level design, combine gameplay concepts)*

Pacing: *(rise tension through challenge and awe, cater breaks, create climax)*

Narrative: *(list elements connecting to gameplay and progression)*

Aesthetic: *(support communication, set rules, use established expectations)*

→ Set the main vision of the fight and how you communicate the goals.

Components:

Actors: *(list relevant actors, describe their role in the encounter)*

Environment: *(direct focus, tell a story, hint at gameplay, serve as gameplay)*

Phases and Escalation: *(adjust intensity, add variation, surprise, communicate)*

Moveset: *(clear and precise, offensive or defensive, describe patterns and effects)*

Dealing Damage: *(conceptualize ways to harm the boss or progress in general)*

Surviving: *(draft ways to avoid the boss and its moves)*

Windows of Opportunity: *(describe vulnerable states, create delta of chance)*

Coup de Grâce: *(describe the end, utilize the critical hit, please satisfaction)*

Reward: *(give meaningful desire, narrative, loot, feature, etc.)*

→ Show possibilities and guide the player's experience and fun.