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The micro-project created is a continuation of the previous prototype with a focus on communication design, specifically catering towards system feedback. The designer made use of mainly three tools of communication to create feedback within the project. Most of the forms of feedback were expressed through the project's user interface. Feedback design can be described as the onscreen information that is used to best aid the player in understanding the game/system in its current state.

Because the micro-projects are built with the purpose of prototyping in mind the designer intended to create seamless forms of feedback that can communicate well with most users, specifically users who are unfamiliar with the specific game system -turn-based combat. Uncomplicated communication to the designer is imperative, as a system that can be understood easily is more likely to be engaged with. The designer believes it is more intuitive to interact with a simple system that will allow users to traverse a complex game system rather than a complicated system to traverse a simple game system. Slight changes were made to the previous micro-project, rather than having three buttons the user can interact with, the number was reduced to two as the prototyping process shifted from data-intensive analysis to feedback related research.
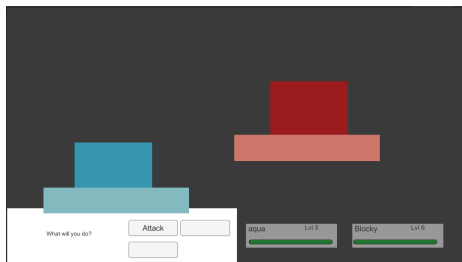

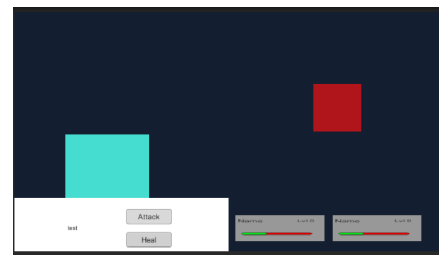**Figure 1.** *Image of the previous interface*

Figure 2 *Image of the current interface*

The player has access to two buttons, The first is the attack button, this button allows the player to attack and deal damage to the opponent(blocky). The second button is the health button which allows players to regain some of their health points. When hovering above the buttons, both become highlighted in specific colours. This form of feedback is almost passive, this is because before the user clicks on the interface they are encouraged/guided to. Both buttons relay feedback in a layered manner. There is a colour attached to each way the player can interact with the button, a highlight colour(occurs when hovering) and clicked colour. The attack button is attached to two shades of red, these colours along with the attack text on the button are aimed at encouraging the player to keep engaging in the battle system through the introduction of a feedback loop, furthermore, the introduction of a red background(rather than black) of the health bar re-enforces a sense of feedback for the player, this is because the more the player attacks the more prominent the red background becomes, this shows the user that their actions have a direct impact on the system.

The same can be said for the heal button, however, the feedback loop would be expressed through the player's HUD rather than the enemies. The health button also has a particle system attached to it, whereby green sprites are instantiated around the player, this further highlights the player's influence on the system, through a visual feedback loop. Initially, screen shake was to be introduced as a form of feedback when the player was attacked however it was believed that screen shake was not suited for the micro-projects, as the movement in most turn-based games is often minimal and the introduction of screen shake would potentially disorientate the player mainly because it would occur whenever the player was attacked, the option to implement screen shake still remains under consideration, possible under the conditions of a critical hit instance. In the place of the screen shake mechanic, a stretch and squash animation was introduced for when the player attacked

With regards to future iterations, a possible description bar that displays the attack type and the amount of damage dealt would create a more nuanced hovering system. A damage pop up a system for both the player and enemy would also better the feedback system as players would be able to estimate the average damage they take or deliver, theses estimates would dictate whether they attack or heal

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