**Chapter 13**

**Summary:**

The connection between the game and the player is important. The game interface should be intuitive such that the players feel in control of their experience.

A game interface can be divided into a few basic elements:

* Physical Input
* Virtual Interface
* World
* Physical Output

The connection between all these elements can be generalized into:

* Physical Interface: how the controls of the game (that player physically needs to touch) can be made more appealing?
* Virtual Interface: How’s a secondary information being communicated to the player and at what time. Are the virtual interfaces (like pop-up) easy enough to understand.

The game interface should be transparent such that player’s imagination is completely immersed in the game world. Your game should provide feedback to the player at every moment of the game. Keep asking questions at every moment of the game that what players want to know at this moment and what is their goal. More frequent feedback = More enjoyable experience.

Need to make sure if the interface is juicy – giving continuous feedback to the player inputs/actions.

If the game requires a lot of information to be communicated to the player at the same time, we can **prioritize the information** to be displayed. We can also choose different channels (medium) of communicating information, such as the top of the screen, the bottom of the screen, etc. Then there is a need to map information to the channels. We also need to take care of use of dimensions in different channels of the information, such as the size and the font color of the information, etc.

Choosing how to map game information to channels and dimensions is the heart of designing your game interface.

**Modes:**

Mode is a change in one of the mappings of information. For example, pressing a particular button can change the functionality of the game resulting in mode change. But it should not confuse the players if they don’t realize if the mode change has occurred.

**Mode Tip #1:** Use as Few Modes as Possible

**Mode Tip #2:** Avoid Overlapping Modes

**Mode Tip #3:** Make Different Modes Look as Different as Possible

Then the author discussed some interface tips for different kind of games. For example, unless the game idea is novel, we can steal the interface design of our competitors. Also, it’s important to simulate touch by appropriate sounds. In the last, one gets a better or perfect game interface design after testing it with different players.

**Implementation:**

By reading this chapter, we know how important the connection between the game and its players is. The game interface should be very appealing and intuitive so that it doesn't make the players confused at any moment of the game. In our game, we will make sure to make our interface design unique and attractive to the players.

We will use the tilt control to move the bike right or left on phone. We need to make sure that the tilt control is designed in such a way that it makes the game playable, that is, it should not happen that the bike gets out of control when they tilt their phones. We need to keep a balance in the movement of the bike.

Also, to give continuous feedback to the players, we will be using health system and will allow the players to see the distance covered and score at the top of the screen. This will help them stay motivated while playing the game. Also, different sounds will be added when player hits some obstacle or some other vehicle. This will also work as an instant feedback factor which is expected by the players.

We will also make a clear mode change icon on the top right/left to change the camera view. We also need to make sure that this mode change is instant so players don’t get confused when they click on any button and don’t get instant response.