## Game Design Considerations: Chapter 10

As discussed in Chapter 9 presence in games isn’t exclusively achieved by recreating our physical world experience in game environments; while introducing real-world physics is often an effective way to bring players into virtual worlds there are many other design choices that can be quite effective at pulling players into the game, either in partnership with object physics or on their own. For example, imagine a game with a 2D comic-book visual style that displays a “BOOM!” text-based image whenever something explodes; objects don’t show the word “BOOM!” when they explode in the physical world, of course, but the stylized and familiar use of “BOOM!” in the context of a comic book visual aesthetic can be quite effective on its own as a way to connect players with what’s happening in the game world.



Figure 10-1. Visual techniques like those shown in this graphic are often used in graphic novels to represent various fast-moving or high-impact actions like explosions, punches, crashes, and the like; similar visual techniques have also been used quite effectively in film and video games.

Particle effects can also be used either in realistic ways that mimic how we’d expect them to behave in the real world or in more creative ways that have no connection to real-world physics. Try using what you’ve learned from the examples in this chapter and experiment with adding particles to our current game prototype as we left it in Chapter 9: can you think of some uses for particles in the current level that might support and reinforce the presence of existing game elements (e.g., sparks flying if the player character touches the force field)? What about introducing particle effects that might not directly relate to game play but enhance and add interest to the game setting?