



BITE3633 GAMEPLAY

LAB ASSESSMENT 2

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Feedback and Fulfillment Game Analysis

I. Selected Game Genres and Feedback Comparison

The two selected games, *White Day: A Labyrinth Named School* (WD) and *Stray*, represent highly distinct game genres. *White Day* is a Survival Horror/Stealth Adventure game that relies on tension, fear, and survival instincts to engage players, using both effective and informing feedback to guide decisions and create suspense.

In contrast, *Stray* is an Adventure/Platformer game that delivers emotional depth and encourages intuitive exploration. The game focuses on immersion and flow, using visual and interactive feedback to make players feel connected to the protagonist and the environment.

II. Identifying and Comparing Feedback Types

Feedback in both games can be categorized into two main types: informing feedback and affective feedback. Informing feedback helps the player understand what to do, where to go, and how to interact with the world, while affective feedback conveys emotional tone, mood, and consequences of player actions.

A. Informing Feedback

In *White Day: A Labyrinth Named School*, informing feedback appears through the map, inventory items, and textual clues. For example, the in-game map shows the player's location and objectives, which is essential for survival in a maze-like school. Text messages and notes give hints to puzzle solutions and story progression. These forms of feedback provide a sense of competence and control, allowing the player to make informed decisions under threat.

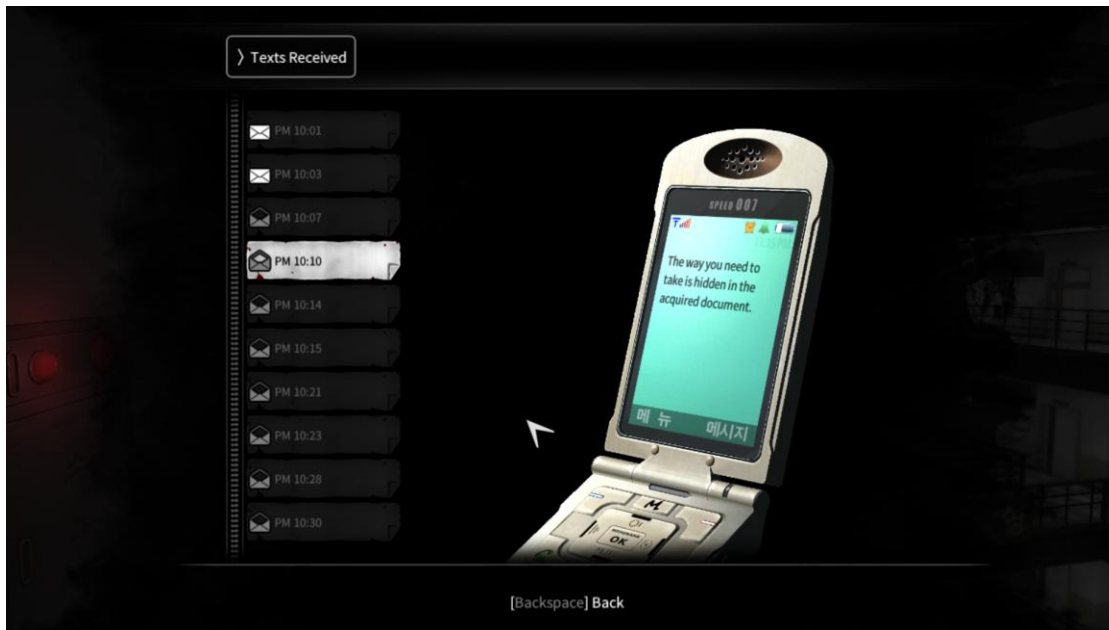


Figure 1: Informing feedback with inventory items, and textual clues

In Stray, informing feedback is presented through contextual prompts and visual indicators. For instance, a small on-screen icon (e.g., SPACE or Q) appears when the player can jump or interact with objects. This ensures smooth traversal and reinforces the feeling of playing as an agile cat. The design minimizes frustration and enhances autonomy, allowing players to focus on exploration and discovery.



Figure 2: Informing feedback on how to interact with objects

B. Affective Feedback

Affective feedback heightens emotional involvement.

In White Day, this feedback is manifested through blood overlays on the screen when the player takes damage, chilling sound effects, and the sudden appearance of enemies. These elements provoke fear, tension, and urgency, key emotions that define the survival horror experience. The 'Game Over' screen further reinforces the consequences of failure, encouraging players to improve and survive longer.

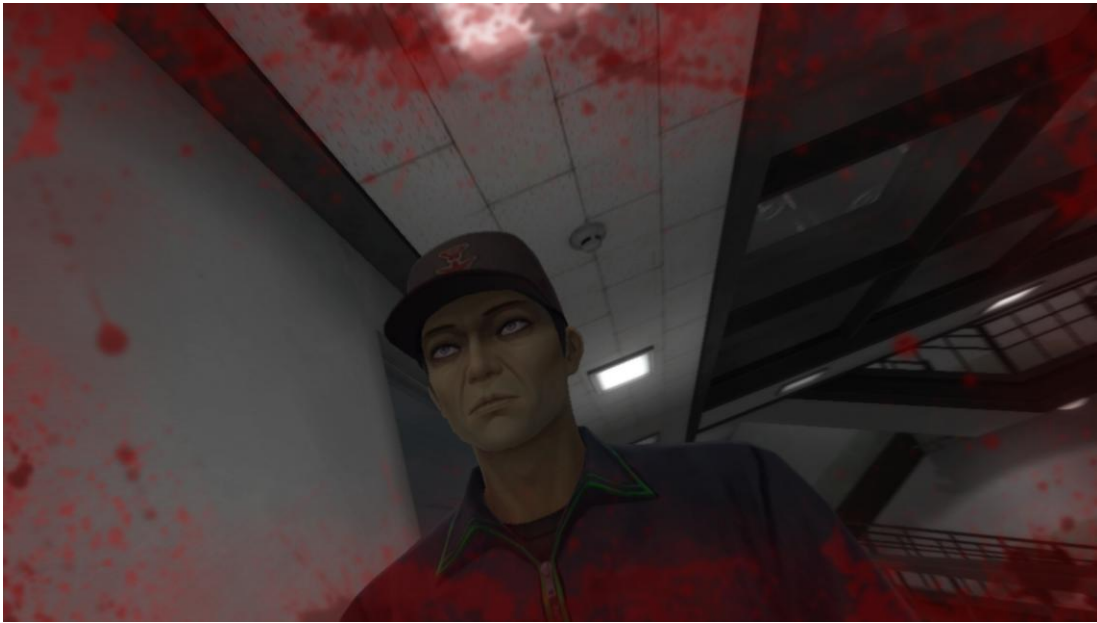


Figure 3: affective feedback when the player takes damage

In contrast, Stray uses affective feedback to evoke warmth, empathy, and curiosity. The beautifully designed environment, expressive cat animations, and interactive ‘meow’ button create an emotional connection between the player and the protagonist. The ambient music and subtle lighting transitions contribute to feelings of peace, sadness, or wonder, depending on the scene. This emotional engagement motivates the player to continue exploring and uncover the story’s mysteries.



Figure 4: Affective feedback on interaction between cat and environment

III. Feedback's Impact on Experience, Emotion, and Motivation

Feedback systems significantly shape how players experience, feel, and stay motivated in a game.

In *White Day*, the constant threat of danger and limited resources form a negative feedback loop that builds tension. Informing feedback (maps, clues) helps players feel competent despite the fear, creating a balance between anxiety and achievement. Every survival moment becomes a reward for strategic play.

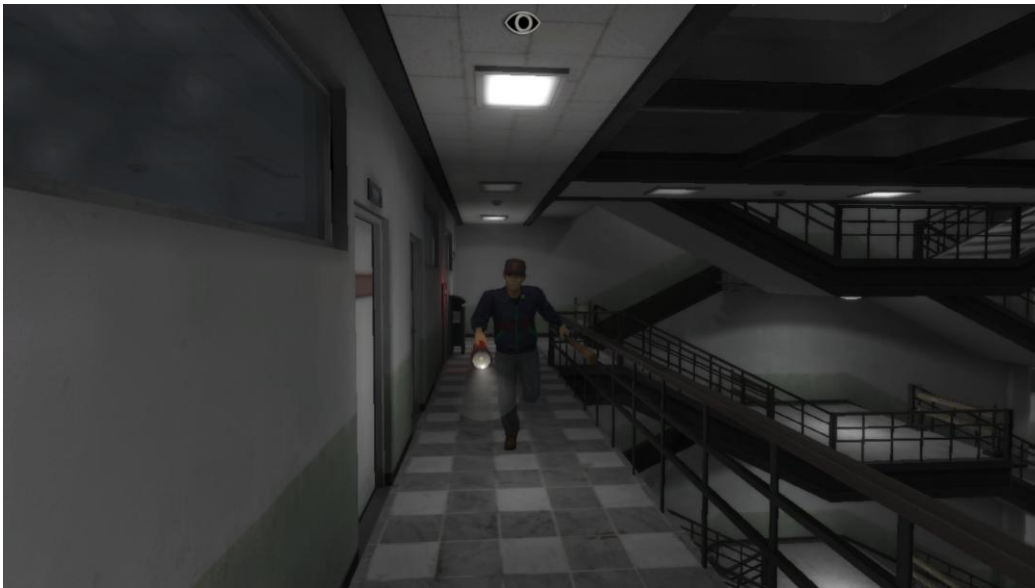


Figure 5: eyes shape on the top of screen show that player in danger or not

In *Stray*, smooth controls and intuitive prompts keep players in a state of flow. Positive affective feedback from exploration and interaction reinforces emotional satisfaction. Instead of fear, players feel empathy and joy, driving them to complete the journey and discover more of the world's story.



Figure 6: The environment of Stray game keep player to play

IV. The Impact of Missing Feedback

When informing feedback is missing in White Day, players lose their sense of direction and purpose. The absence of maps or puzzle clues would make the game unfair and frustrating, replacing fear with confusion.

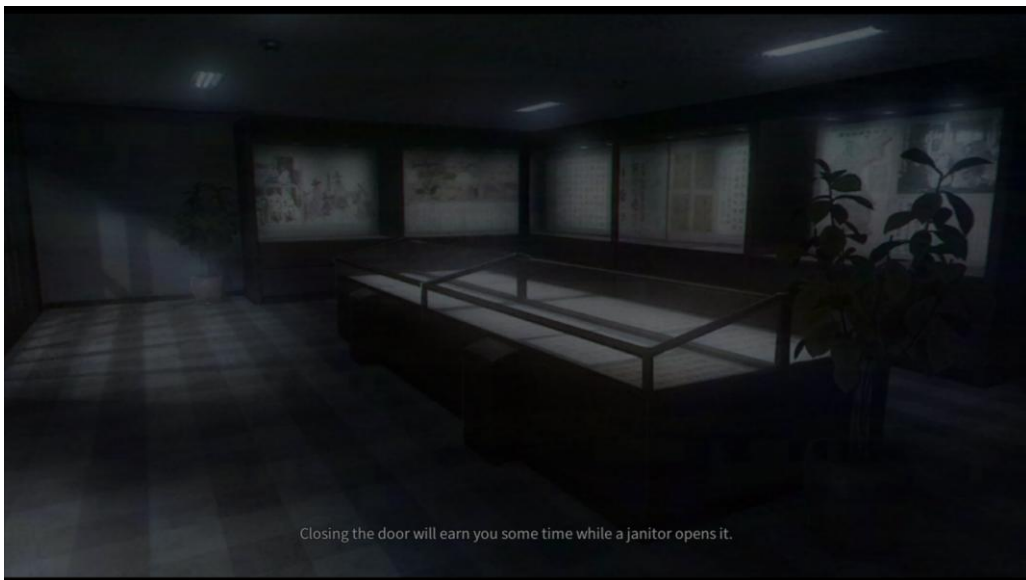


Figure 7: tips message after player died

Similarly, if Stray lacked contextual prompts, the player would struggle with navigation and lose immersion, breaking the fantasy of being a cat.



Figure 8: Clue message when player got confused

Without affective feedback, both games would lose their emotional core. White Day would feel dull without tension, sound cues, and visual damage effects, stripping away its horror identity. Stray, on the other hand, would feel lifeless without expressive animation, music, or the ‘meow’ button, weakening the emotional connection to the protagonist.

V. Conclusion

In conclusion, both informing and affective feedback are crucial in crafting a meaningful gameplay experience. White Day uses feedback to create fear and challenge, while Stray uses it to evoke empathy and flow. Removing either feedback type disrupts player understanding, emotion, and motivation, showing how feedback serves as the foundation of engagement and fulfillment in games.