

Lecture 5: Game Feel

Game Design
Fall 2023

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What is game feel?

- “The tactile sensation of manipulating a digital agent. The thing that makes your mom lean in her chair as she plays *Rad Racer*.” (Steve Swink)
- Various effects that add weight and “juice” to the game
- Context -> What’s going on inside the game **right now**
- Responsiveness to player input
- An aesthetic

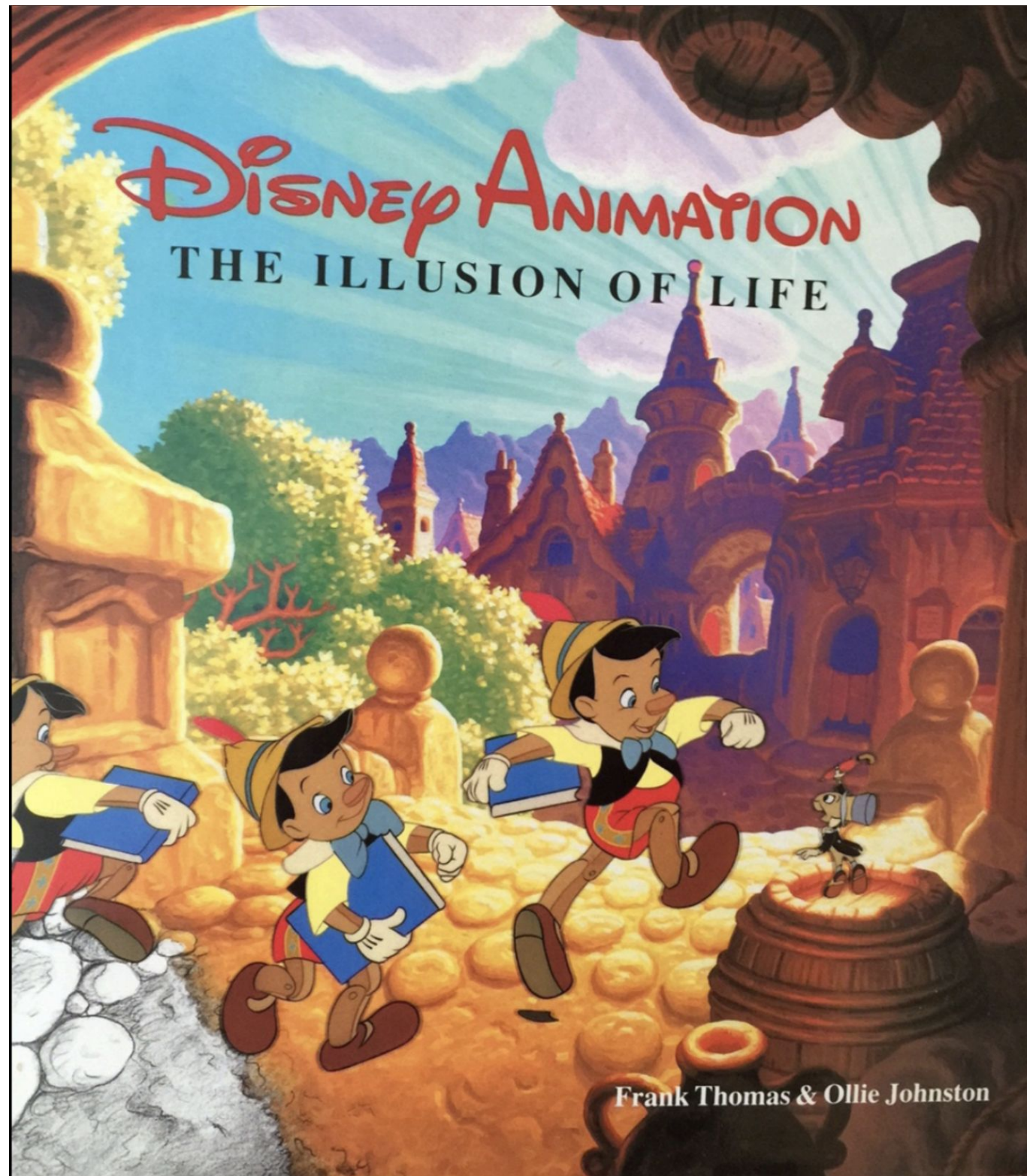
Ingredients

- Input
- Response
- Context
- Polish
- Metaphor
- Rules

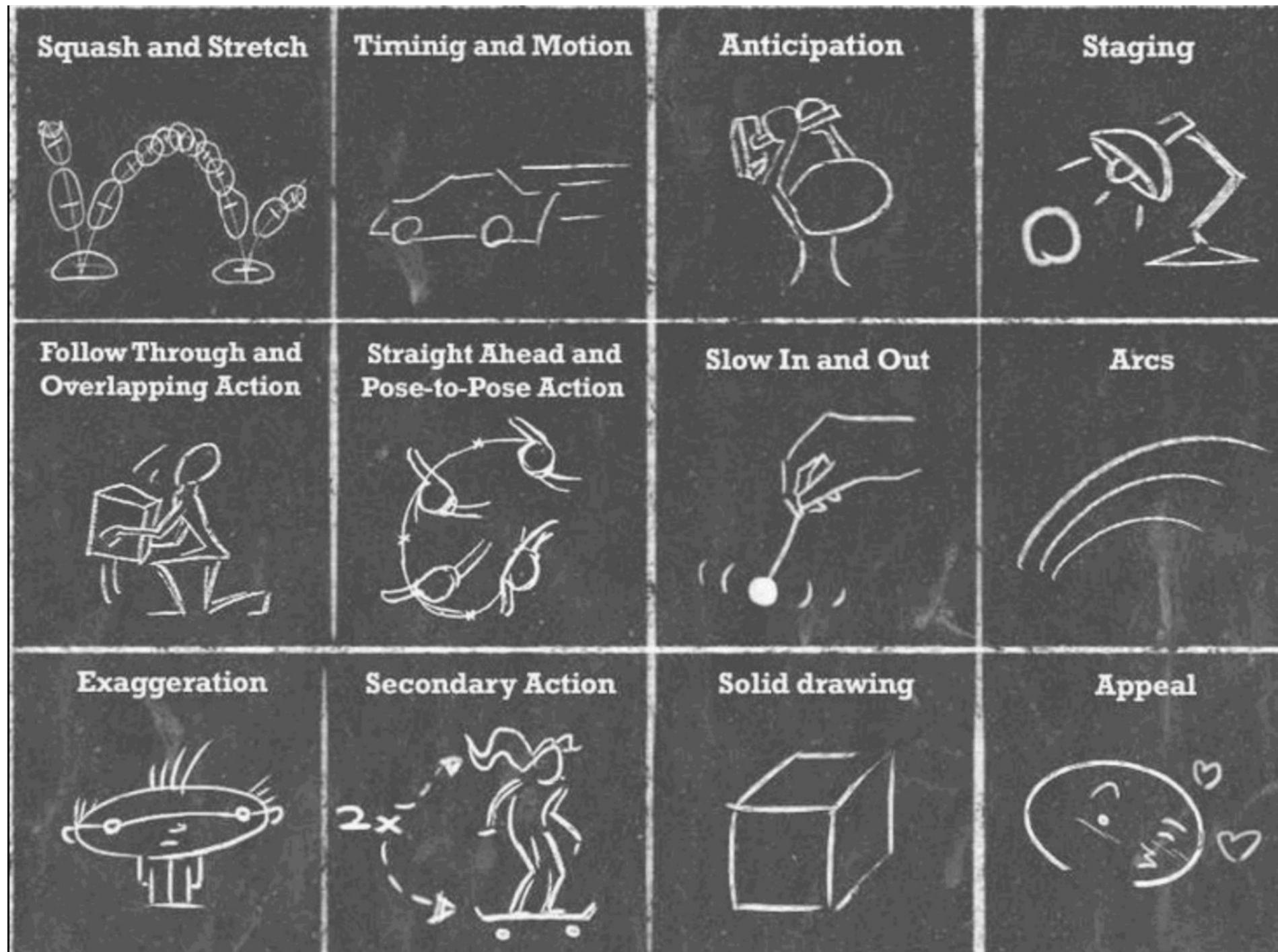


Examples of Game Feel

Disney Animation



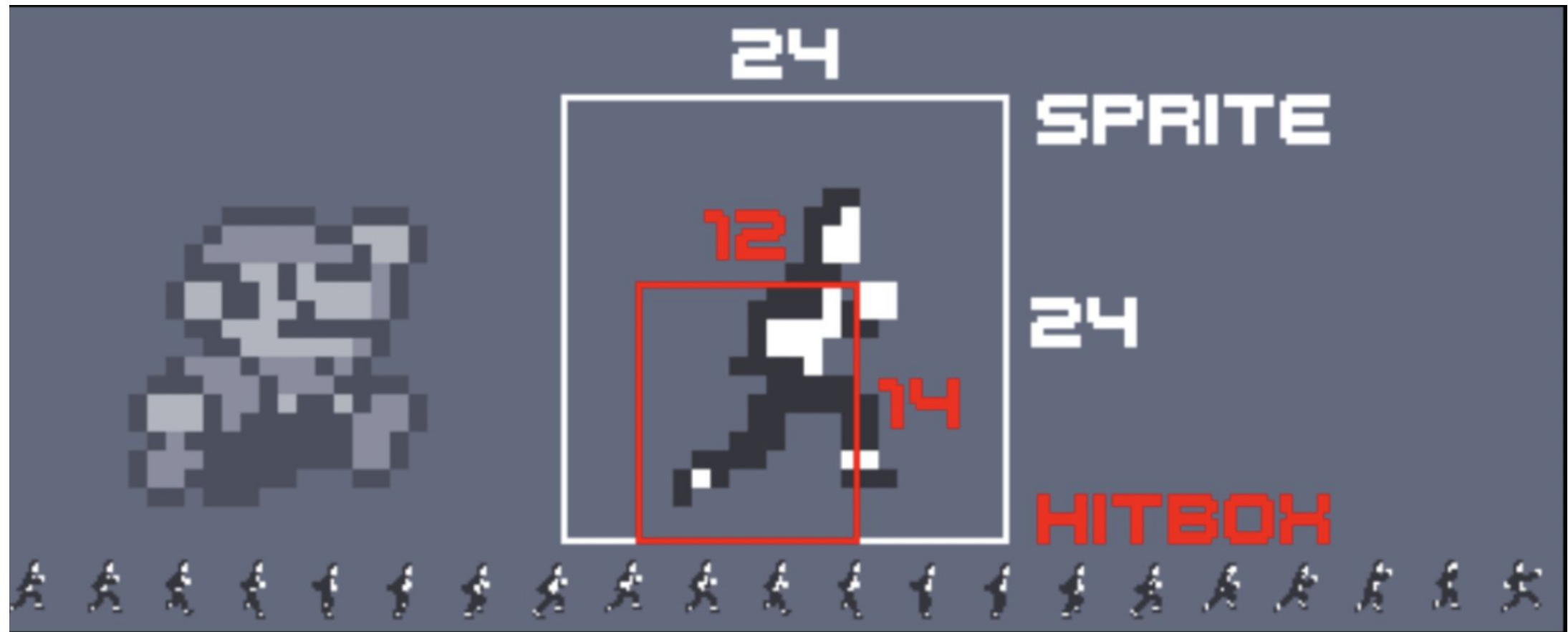
Principles of Animation



Cannabalt



Cannabalt



“Coyote Time”



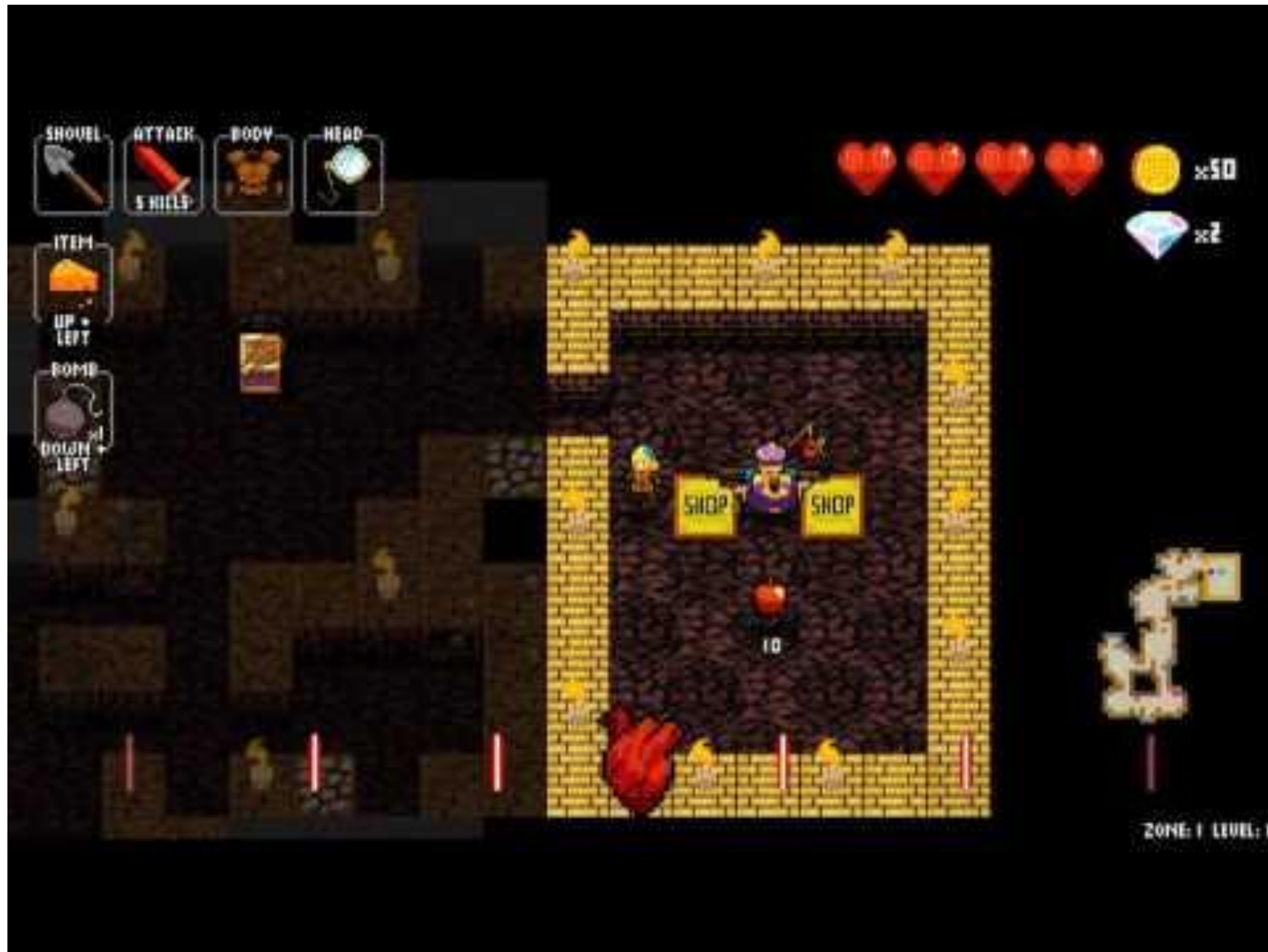
Cannabalt



Screen Shake

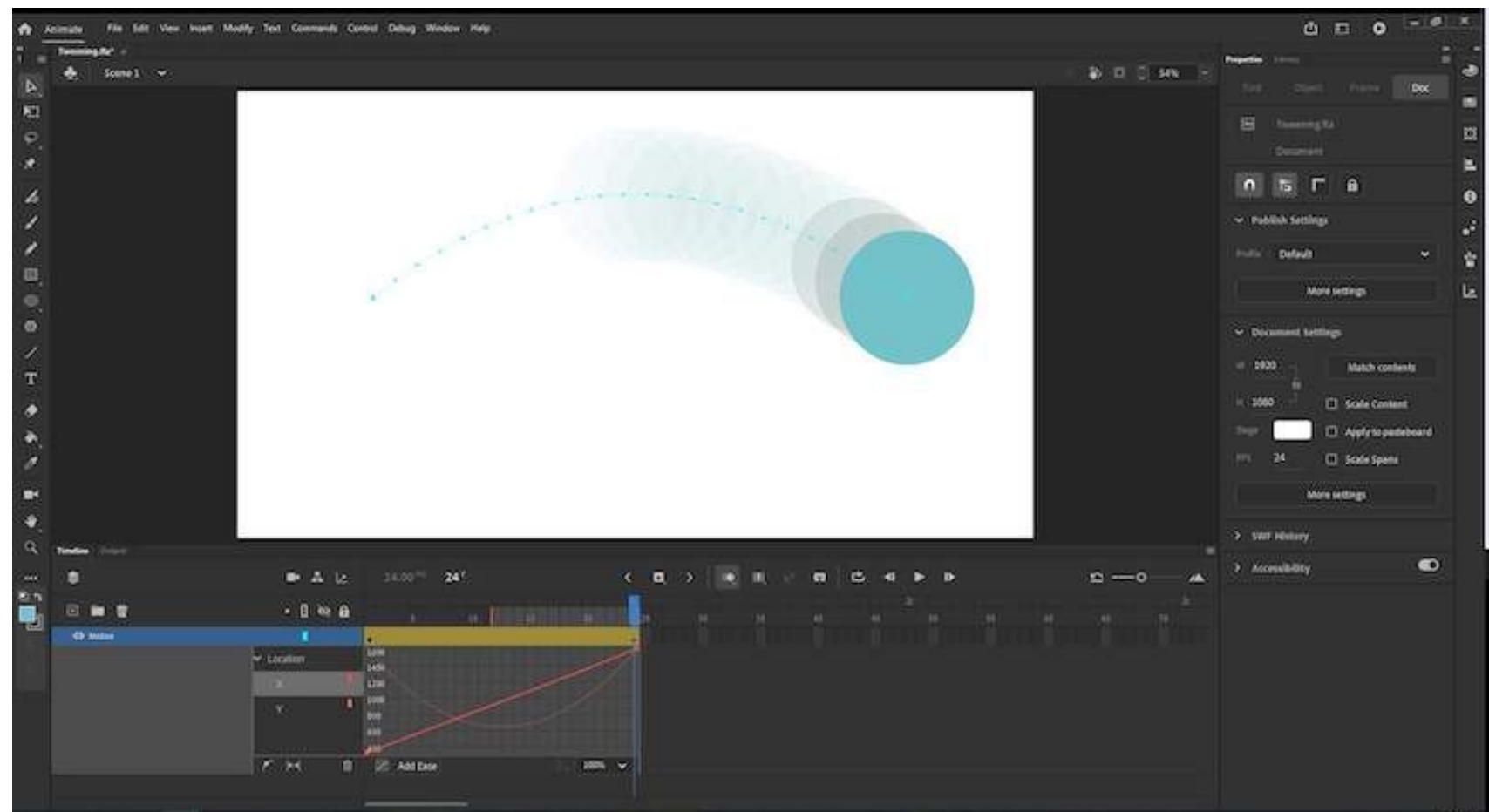
- Wow, something really happened!
- Collision effects
- Hard turns

Screen Shake

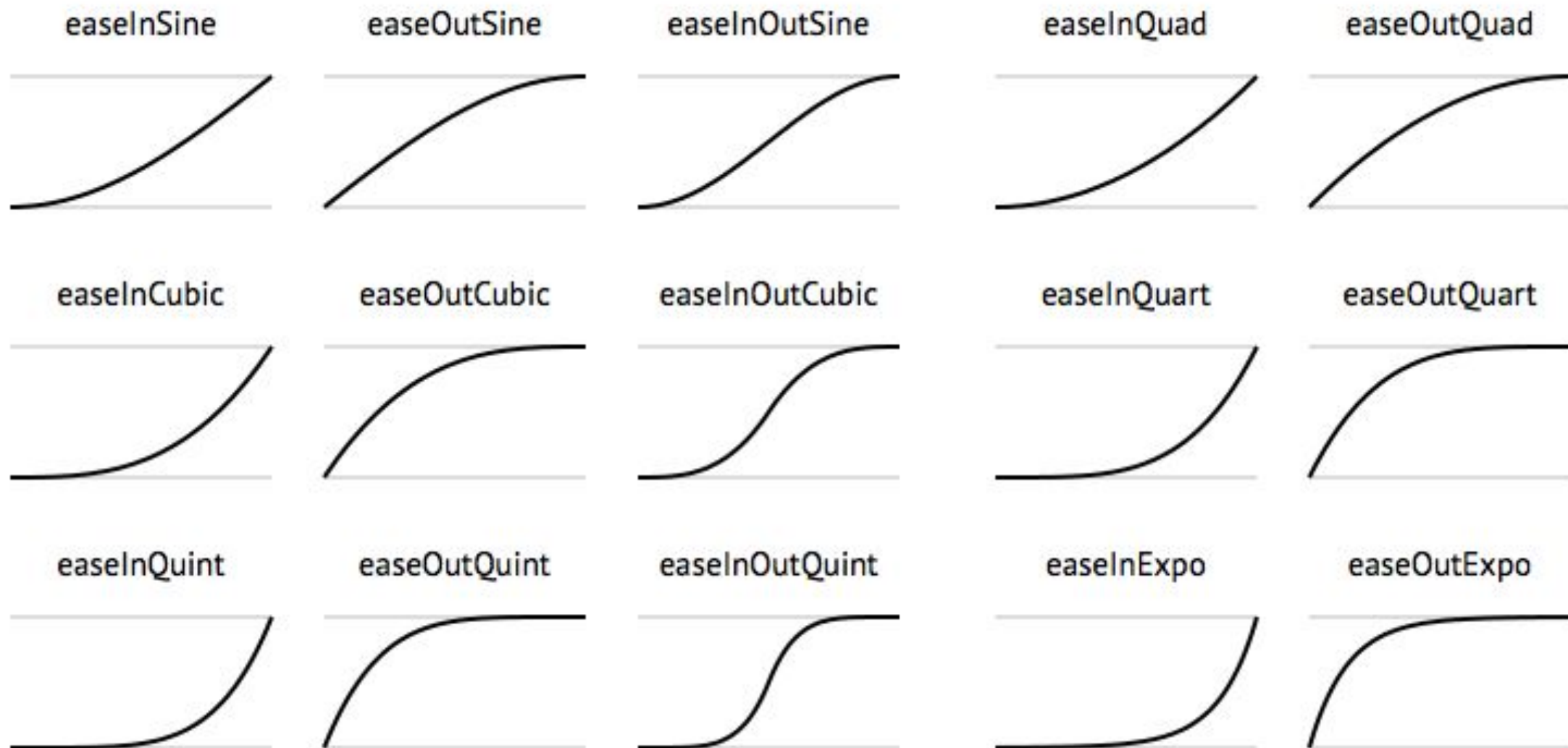


Tweening

- Interpolating between extreme values
- acceleration and velocity
- changes in friction
- gravity



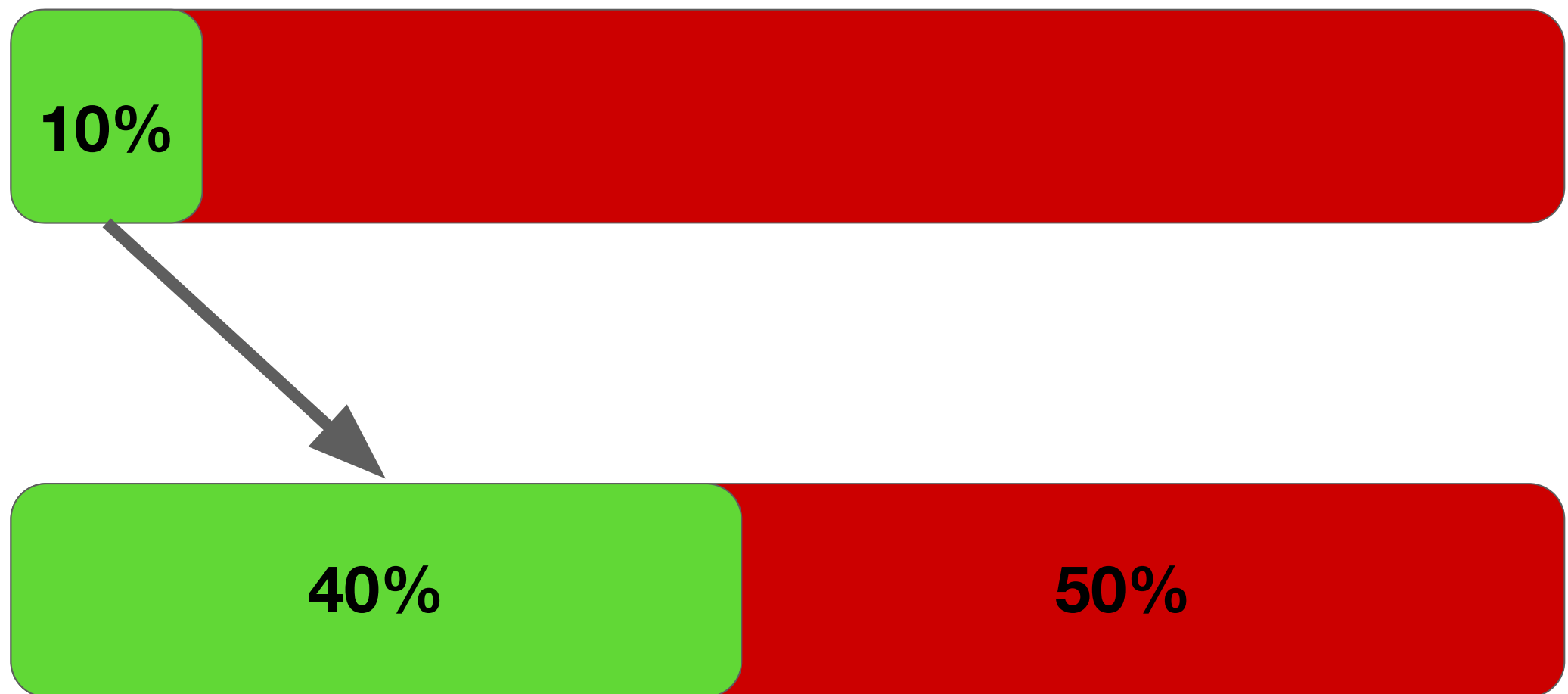
Easing out and in



Rubberbanding



Health Bar Warping



Sound

- Music and background ambiance

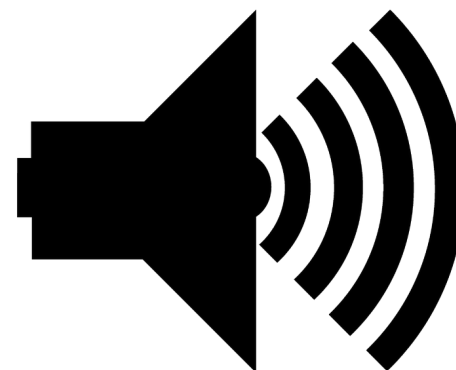
- SFX

- Explosions!

- Footsteps

- Engines running

- Mechanics moving



Sound



Screen Flash + Sound (007 Goldeneye)



Motif Sounds



Particle Effects

- Gravel/Dust kicked up when starting to run
- Comic-book style punch effect
- Blood spatter (or weird colored goop) for taking damage
- Confetti for winning

Particle Effects



Expressivity



Expressivity



Compare

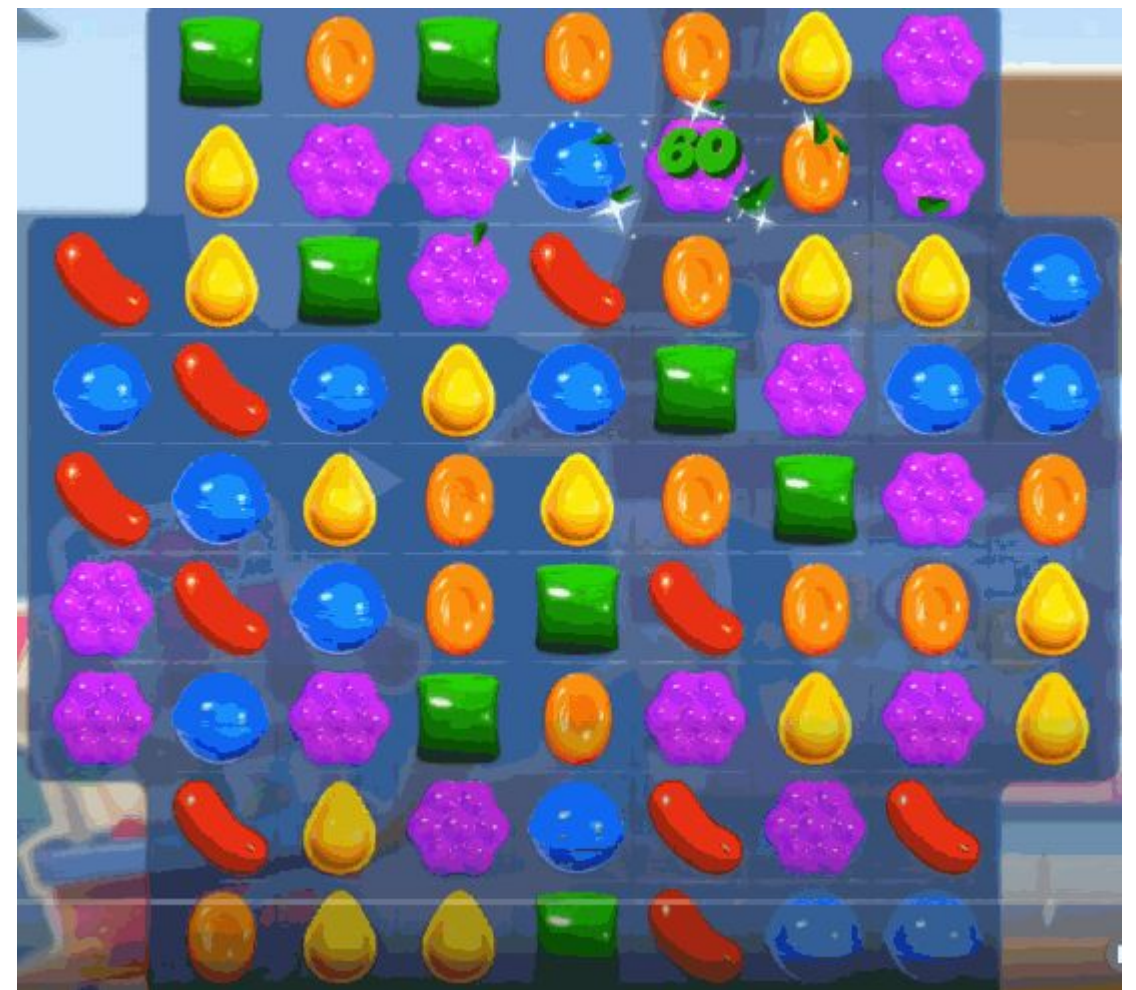
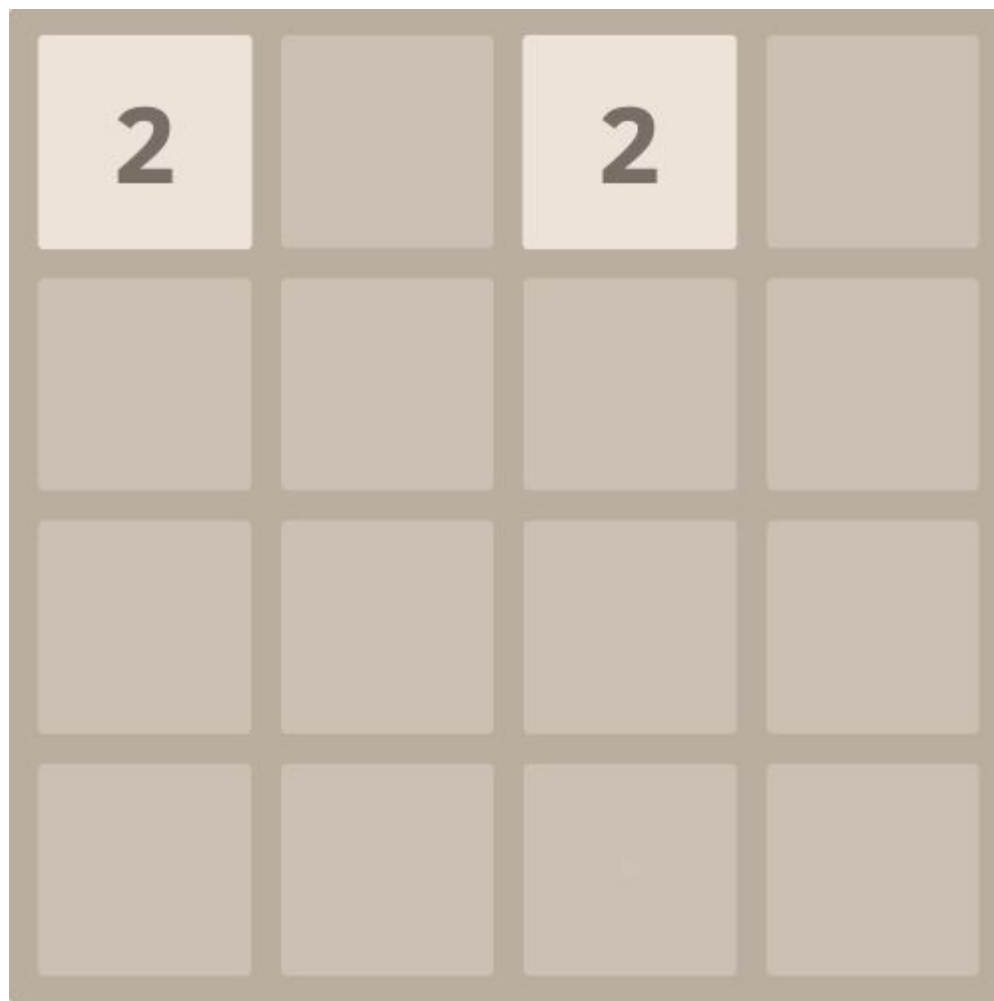
- Slide/match games (2048 vs. Bejeweled vs. Candy Crush)
- Platformers and jumping (Mega Man, Mario, Kirby)
- Action games (Double Dragon vs Batman Arkham Knight)
- Turn-based RPG Games (Pokemon vs. Final Fantasy 7)

Match Games

2048

vs

Candy Crush

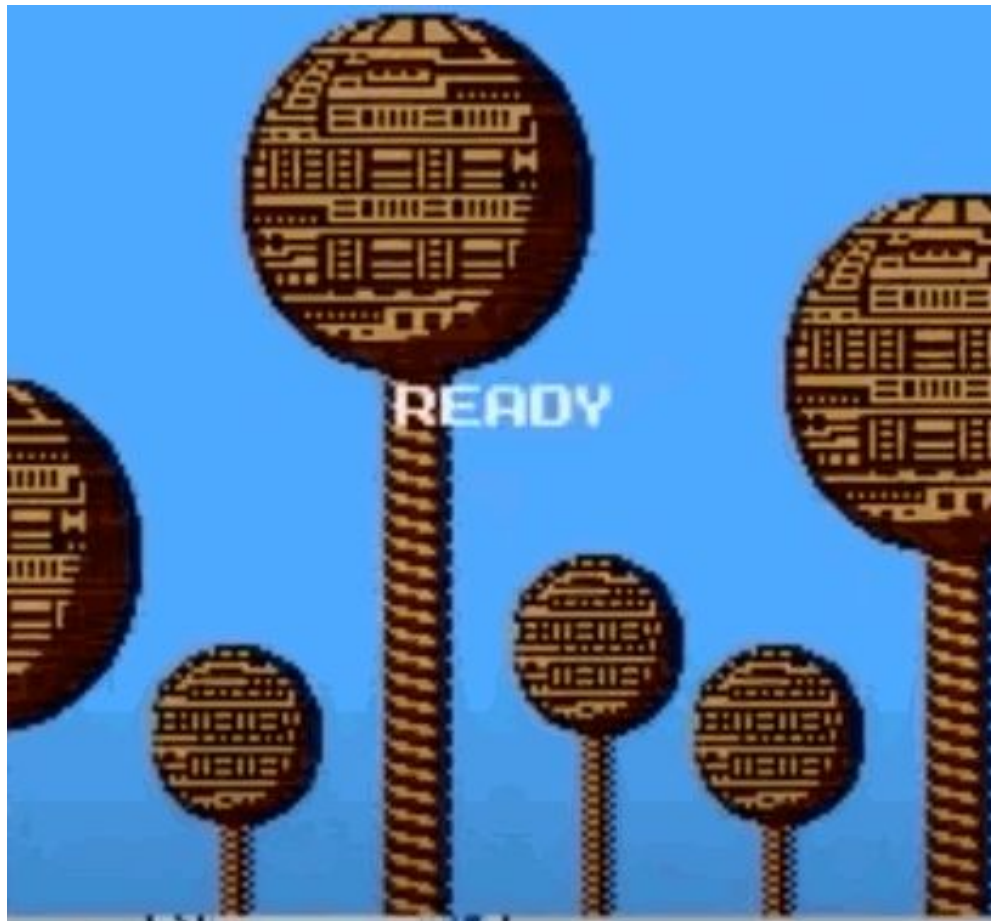


Platformers

MegaMan

vs

Kirby



Action Games

Double Dragon

vs

Batman: Arkham City



Turn-based Games

Pokemon (Gen 1)

vs

Final Fantasy 7



Make losing fun

Make moving fun

Make interacting fun

...

Make playing fun

Videos and Links

- Juice it or lose it (Jonasson and Purho)
<https://www.youtube.com/watch/Fy0aCDmgnxg>
- The art of screenshake ([Nijman](#))
- [Insert any game] longplay (search on YouTube)
 - Analyze for game feel
- Read [this twitter thread](#)
- Many more posted in the Discord soon!

Prototype 5: Game Feel

- Create a game, or toy, or plaything
- Should use simple shapes (not a strong requirement) but any controls are allowed
- Illustrate the layers of effects or game feel-amplifiers
 - Make toggles for the player to use to turn the features on and off
 - Minimum of 4 game feel effects should be shown