

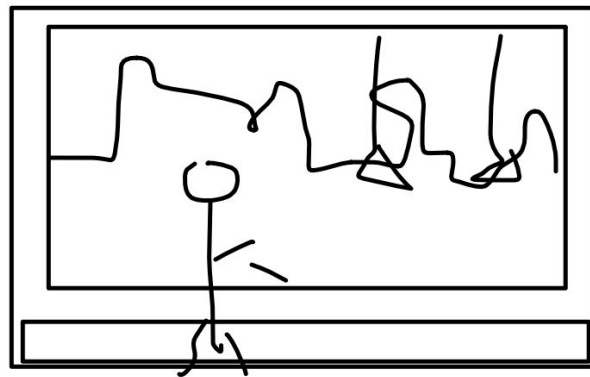
# NY Subway

Game Design Week 5: Game Feel  
Dolphin Nie, Kaya Erol, Dorothy Zhang



# Inspiration & Design

- Style: Last Train Home by hby
- Immersive train car environment
  - Based on NYC subway rides



# Game Feel Amplifiers

- Audio effects
- Screen/Camera shake
- Light flickering
- Post-processing
- Particle effects
- Background scrolling
- Scene transitions

# Effect on Experience

- More immersive/reactive
- Sets the tone of the scene
- Provides player feedback
- Mimics real sensory elements

# Future Additions

- More interactive elements
- Extended narrative
- Refined GUI
- Additional effects
  - Varied sounds by background, etc.
  - Player animations





# NY Subway

Game Design Week 5: Game Feel  
Dolphin Nie, Kaya Erol, Dorothy Zhang



# Assets Used

- Player Sprite
- Sound effects:
  - Walking
  - Running
  - Lights flickering
  - Metal hit
- (Continued in notes section)