Make it Juicy!

10 easy methods to make your games more engaging

What is Juice?

"Juice" was our wet little term for constant and bountiful user feedback. A juicy game element will bounce and wiggle and squirt and make a little noise when you touch it. A juicy game feels alive and responds to everything you do – tons of cascading action and response for minimal user input. It makes the player feel powerful and in control of the world, and it coaches them through the rules of the game by constantly letting them know on a per-interaction basis how they are doing.

- Kyle Gray, Kyle Gabler, Shalin Shodhan, Matt Kucic
http://www.gamasutra.com/view/feature/130848/how_to_prototype_a_game_in_under_7_.php

Important Note

- Juice can only help good games

Start Demonstration

1) Make it fast
2) Give it audio
3) Animate it
4) More particles
5) Add physics
6) Shake that camera
7) Hand out those scores
8) Interactive background
9) Post-processing effects
10) Know when not to use juice

Make it faster!

- Too much clicking to stay level

  - Not giving enough control to the player

- Make the bird fall faster

  - Need to balance out new upward force

  - Plus, Unity default gravity settings suck, anyways

| Gravity | X 0 | Y -9.81 | Z 0 | ➡ | X 0 | Y -40 | Z 0 |
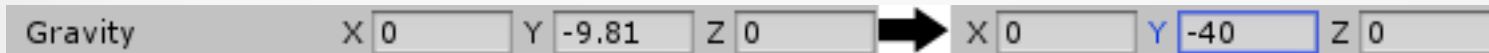
- Make the obstacles come faster

  - Too much waiting

Give it sound!

- Add sound per action & reaction

  - Creates a new stimulus

- Change the sound effect for frequent actions often

  - Randomize pitch

```
// Change the audio's pitch
Audio.pitch = centerPitch + Random.Range(pitchMutationRange.x, pitchMutationRange.y);
```

    Keeps sound from getting to repetitive

- Add background music

  - Great for mood

Animate it!

- Move everything!
  - Gives a sense of context
  - Also makes it look speedy

```
cache = obstacle[index].position;
cache.x += left.x;
obstacle[index].MovePosition(cache);
```

- Animate the character
  - Gives the character personality
  - Immediate feedback
- Animate the stalagmites and stalactites
  - Indicates what you hit

More particles!

- Add particles to emphasize every action
  - More feedback!
  - Also, it looks cool
- Make the stalagmites and stalactites collapse
  - Reward passing through barriers
- Add background particles
  - Makes things more interesting

Camera shakes!

- Camera shakes are awesome, but deadly
  - Any effect that take up the whole screen is deadly
  - Make sure they're used sparingly
  - If the user made the shake happen, it's much more tolerable
- Good for clearing obstacles
  - Gives context to the physics effect
- Awesome for getting hurt
  - Something that needs immediate attention