**Combat Research – Lonely Sorceress**

Feedback

Knock back

Flash white / red when hit

Alter crosshair when over an enemy

Custom crosshairs for abilities that match their shape somewhat

High damage numbers

Slow travelling times of projectiles make player anticipate strong impact

Think about how damage differences are communicated

Differentiate hit reaction to death reaction with enemies

Play around with enemy hitboxes to alter actual challenge without altering perceived challenge

Aim assist

Acceleration

Friction

Snapping

Bullet magnetism

Exaggerate on the hit animations of enemies to sell the impact (does it still communicate when shown in a YT video)

Attacks have to be dominant in some situations but can’t be dominant in all situations

Make underlying theoretical differences between weapons tangible to the player

With inaccuracy, part of the crosshair can move to where the shot went for feedback and motion on the UI

Crosshair feedback when no charges / no ammo is left

Short crosshair scale up animation after each shot for feedback and game feel

Arrows on the UI hinting at the positions of off-screen enemies

Weapon trembling during rapid fire shots

No actual head bobbing but strong motion of the arms suggesting fast movement

Blood overlays on the screen when wounded (may feel like extra punishment in a situation where you really don’t need it)

Muzzle flash effects

Show subtracted parts on health bars

Crosshair

Color change when hovering over an enemy (usually to red)

Scale up / parts moving outwards animation on hit

Additional visual element when hit led to death

Lowered opacity plus text when reloading is required

Highlight tip of health bar to make it clear in an instant how much percent is left

Parts of the enemy falling apart is very satisfying to watch and good feedback

Each spell hat its own crosshair

Camera shakes on high impact spells

Weapons are usually displayed in the lower left or lower right corner (right makes most sense when you’re mainly casting with the right hand imo)

Combat sequences rarely last longer than 2-3 minutes

Weapon switch is visually supported by an animation of the hand carrying the weapon

Weapons can look off if they don’t point to the crosshair / center of the screen

Indicators showing where damage came from are usually placed close to the center of the screen

Ammo displayed close to where weapons are shown (lower right usually)

Trajectory trails for grenades so it’s easier to see where exactly they are right now

Blood splatter effects add to feedback and feeling of being powerful