Visual and Audio Feedback  
  
  
*“Simply pressing a button has to be an experience people want to repeat. It's what makes a game addictive, intoxicating... it's the recipe for a game that "feels" right.”  
  
"But those are action based or simple arcade games, I'm making a puzzle game or RTS". It's even more important. If you don't think simply clicking a cursor on someone can be satisfying, think back to the amazing audio reactions Blizzard piles onto their Warcraft characters when you simple select them or give them an order. Slap an imp in Dungeon Keeper. Watch the array of crosshairs that happen when you direct a unit to move to 'X', etc. Great UI has satisfying "clicks" on menu items, and lighting changes, etc."  
  
“Puzzle games - Even turn based can benefit from awesome flash timing. An element in your game disappears? Flash it 2-3 times right before hand. Look at Puzzle Fighter and how amazing it is when you shatter a gem. Hell, grab a mic at your desk and record a dozen lip smacks, mouth pops, swishes, paper tears, claps, etc... and tie them to some events. You'll know immediately if it helps and polish the audio later.”  
  
Feedback In games. (n.d.). [online] Available at: https://www.gamasutra.com/blogs/LeePerry/20130506/191739/The\_single\_most\_useful\_advice\_I\_can\_give\_for\_making\_any\_game\_better\_feedback.php [Accessed 12 Feb. 2018].*

*“When a player uses a verb to interact with an object, it’s almost always a good thing to have some sort of visual feedback to let them be aware of the action. Sounds can be acceptable, but in most cases visual feedback is most important. This can be as simple as showing a switch has been toggled from an “up” position to a “down” position, or as surprising as adding an aura to a secret door that the player casts a spell on. Whatever the case, visual feedback lets the player know the effect of an action, but also leaves them feeling like their verbs are powerful and grounded in the game world.”  
  
Super Mario Bros.*

*“Perhaps one of the most recognizable examples of visual feedback is in the beginning of Super Mario Bros. when the player can bump a question mark box from beneath to reveal a reward, and the box elevates slightly and turns a darker shade to show it has been activated”.*  
*Game Design Snacks Wikia. (n.d.). Visual Feedback. [online] Available at: http://game-design-snacks.wikia.com/wiki/Visual\_Feedback [Accessed 12 Feb. 2018].*