**Concepts for Utilising Game Feel in Our Project**

Game feel is a useful design tool for helping ease the player into their environment with effects that provide extra atmosphere or contextual interactions in the game world. Despite the fact our game is a 2D platformer with some limitations there is still plenty of room for ideas involving game feel. Due to the nature of our game, polish and spatial simulation are what I believe should be used more in our project.

For polish, the foremost idea that comes to mind if when an enemy spots you. The context for the game is that it takes place in a military base of some description, so when the player is seen by a guard the guard’s first instinct would be to raise the alarm. To represent this in-game, the screen could periodically flash red and an alarm could sound. Depending on how obtrusive this could be for seeing the game when the screen is red, however, perhaps only the edges of the screen could flash red and the alarm sound would fade in to avoid making the player jump; additionally there could be more enemies deployed into the area after the player is spotted, though that may fall more under spatial simulation than polish.

On the subject of spatial simulation, the way the player interacts with enemies could be developed further if our timeframe for the project allows it. For example, if the player uses the grapple to move above and around an enemy, the enemy could react to this and begin patrolling the area more quickly or thoroughly. This would be easier to implement with the drone type enemy, as their ability to fly gives them much more manoeuvrability than a foot soldier or (especially) a security camera. This would emphasise the need for hiding places in my level design, though this mechanic may be put at odds with the grappling mechanic and may cause issues with the level design, so this idea would need parameters for it to work effectively.

Another hypothetical way to use spatial simulation would be noise levels, though this is only hypothetical as the parameters involved with this would take a substantial amount of time. Theoretically, with enough time, it would be possible for enemies to react to different noise levels; as an example when the player fires their grapple, the noise of it grabbing hold of the ceiling could be louder or quieter depending on the material grappled. As a knock-on effect guards could hear the louder noise and become more suspicious, so the player would have to take caution when navigating levels. The downside to this, however, is that the pace of the game would slow down significantly as the player has to grapple somewhere but also hide immediately if a guard gets suspicious. This goes against replayability, as it will be much harder for the player to experiment with ways to beat the levels faster.