How immersion theory can be

Implemented into the game

Immersion is a powerful tool used by designers to get the player’s attention and to make them more invested into the game.

Immersion can be used in a variety of ways from good story telling to free flawing gameplay, attention to detail and good music and sound effects.

In our case I think that we can catch the players attention and make them want to interact with the game by making sure that our game physics are not clanky and the game just flows into itself if we can achieve that then the player will try his best to get as far as possible thus getting immersed into the game.

Another way through which we can make the player feel immersed is with sound and music. A good example of a game that uses music and sound effects to its advantages is Skyrim. I always get lost in the world of Skyrim when I hear its songs and sound effects it’s like I don’t live on this planet anymore. If we manage to get some good background music and some good sound effects I think we can get a similar effect in our game as well.

For our type of game I don’t think we can make a story vast enough for the player to get involved in. But even if we can’t make a catching story we can implement some sort of story to our game to make it fell more unique even if it is just a simple story.

To achieve a greater result we can use multiple channels of sensory information by combining intuitive combat with well made physics and good sound effects. If we can combine all of these we can assault more human senses at the same time thus making them work in tandem and achieving the effect of multiple channels of sensory information