

Game Feel

1. Minecraft

1. Does the game have Real-time control (yes/no)? Justify your answer.

Yes. Player inputs (movement, camera, combat, block placement) continuously affect the game state without discrete turns.

2. Does the game have Spatial simulation (yes/no)? Justify your answer.

Yes. The world is a fully simulated 3D environment with gravity, physics interactions, and spatial relationships governing all actions.

3. Does the game have Polish (yes/no)? Justify your answer.

Yes. The game uses animations, sound cues (mining noises, hit effects), particle effects, and smooth motion feedback that reinforce player actions.

4. Does the game have "Feel" (yes/no)? Justify your answer.

Yes. It includes continuous control, spatial response, and layered feedback—core components of Swink's definition of "feel."

2. Papers, Please

1. Does the game have Real-time control (yes/no)? Justify your answer.

No. Although time pressure matters for earning income, player actions are discrete decisions rather than continuous real-time control over movement or physics.

2. Does the game have Spatial simulation (yes/no)? Justify your answer.

No. The game operates on a static interface with no physical model or simulated space.

3. Does the game have Polish (yes/no)? Justify your answer.

Yes. Despite its minimal presentation, the game uses purposeful audio stings, UI motions, and document animations that reinforce actions.

4. Does the game have "Feel" (yes/no)? Justify your answer.

No. It lacks continuous, responsive physical control; interaction is primarily cognitive, and menu driven.

3. The Witness

1. Does the game have Real-time control (yes/no)? Justify your answer.

Yes. The player moves freely through the island with continuous first-person navigation.

2. Does the game have Spatial simulation (yes/no)? Justify your answer.

Yes. The island is a cohesive 3D world with spatial puzzles, line-of-sight constraints, and environmental positioning that matter mechanically.

3. Does the game have Polish (yes/no)? Justify your answer.

Yes. Smooth camera movement, environmental audio, puzzle-panel animations, and visual clarity all reinforce a refined sensory experience.

4. Does the game have "Feel" (yes/no)? Justify your answer.

Yes. Continuous movement and environmental responsiveness create the “tactile” navigation experience Swink describes, even though puzzle solving itself is not physics-based.

4. Minesweeper

1. Does the game have Real-time control (yes/no)? Justify your answer.

No. It is fully turn-based through discrete mouse clicks without continuous control.

2. Does the game have Spatial simulation (yes/no)? Justify your answer.

Yes. The board represents a grid containing hidden spatial relationships (adjacency calculations). Though abstract, it is still a spatial logical model.

3. Does the game have Polish (yes/no)? Justify your answer.

No. The interface is utilitarian, with limited animations or sensory reinforcement aside from simple button depressions and sound cues.

4. Does the game have "Feel" (yes/no)? Justify your answer.

No. The game lacks continuous input, physics, and responsive sensory feedback characteristic of “feel.”