

# 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."