# Live **Bold** and *Polish*

the last 10%

# Theory

#### Motivations

- 1. Meeting expectations
- 2. Maintaining quality
- 3. Increasing quality

"...what defines polish in a game is a consistency of experience."

"But really, that last 10 percent takes just as long as the first 90."

<sup>&</sup>lt;sup>1</sup>https://www.gamasutra.com/view/feature/132611/t he\_art\_of\_game\_polish\_developers\_.php

#### Schedule

Polish is lengthy.

"The first 90% takes 90% of your time.

The last 10% takes the other 90%."

—Paraphrased Wisdom

- Polish While you implement
- 2. Block out a whole ½(two weeks) to polish

#### Rules of Polish

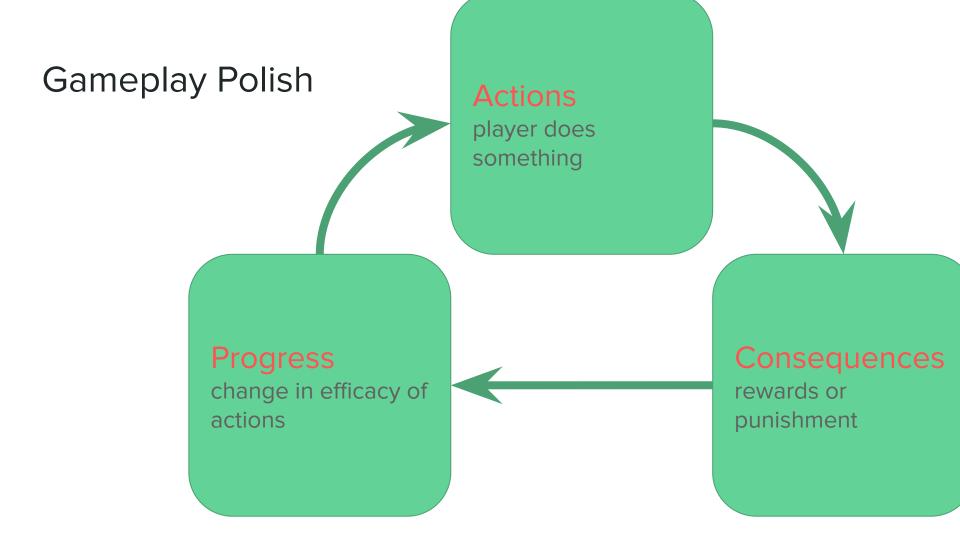
1. Be **bold** 

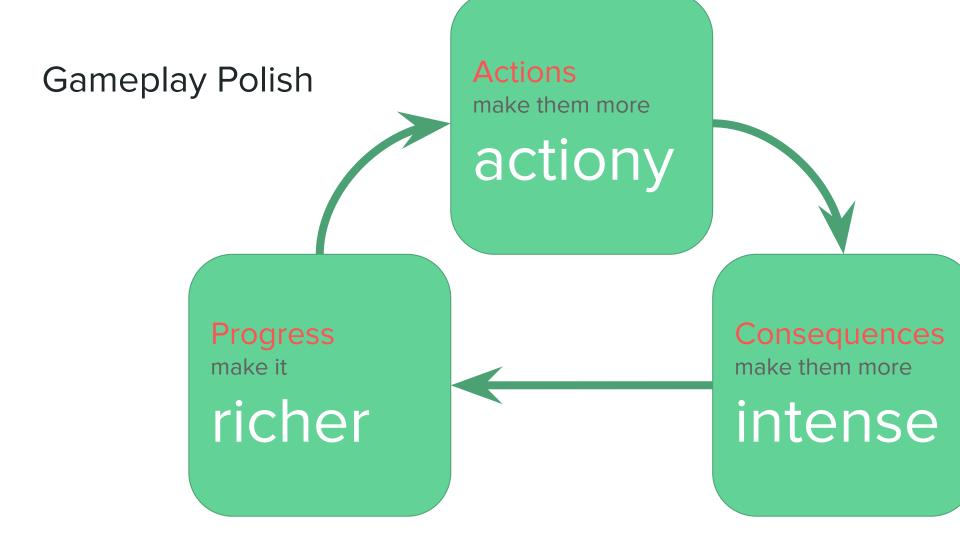
...but...

2. Bedeliberate

...but...

3. Don't deliberate





#### Non-Gameplay Polish

#### 1. Visuals

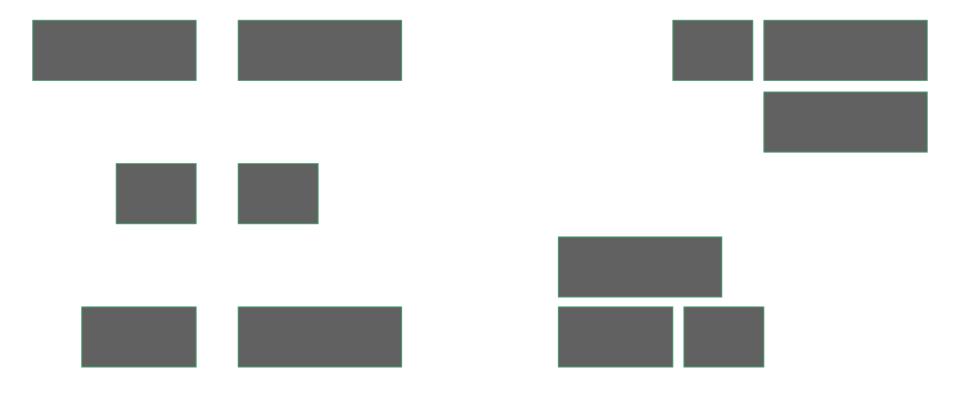
Can we make it look *nice*?

## 2. Surfacing

What should we make *explicit*?

## Practice

## Visual Design: Proximity



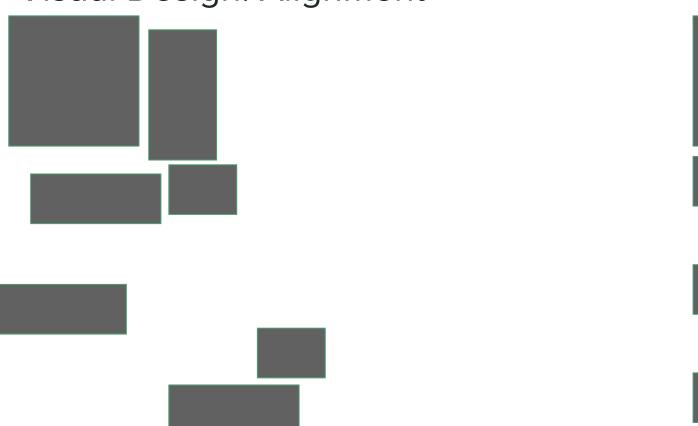
#### Visual Design: Proximity

- 1. Write down each piece
- 2. Group related things
- 3. Plop 'em on-screen



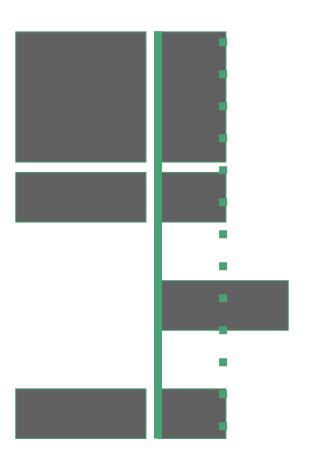


## Visual Design: Alignment

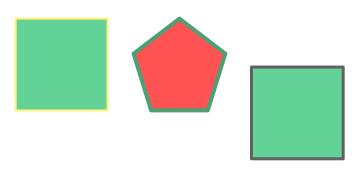


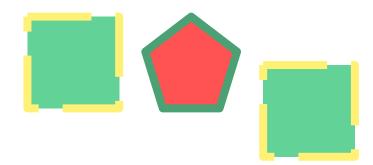
#### Visual Design: Alignment

- 1. Pick an alignment
- 2. Everything follows
- 3. Once established, then you can break from it



## Visual Design: Repetition

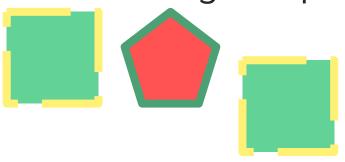




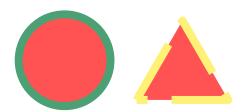




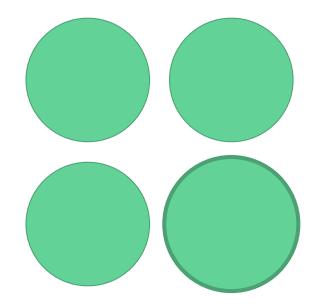
#### Visual Design: Repetition

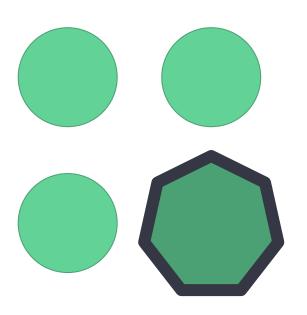


- 1. Pick a visual motif and put it everywhere
- If you start to find it repetitive, mix it up

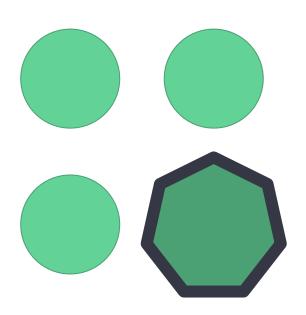


## Visual Design: Contrast



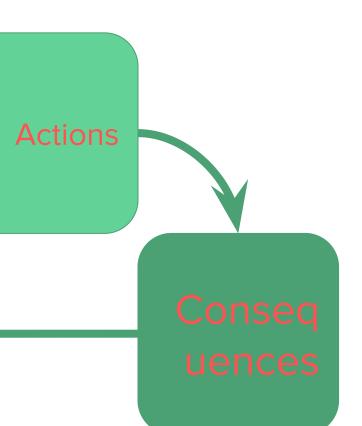


#### Visual Design: Contrast



- 1. Pick the most important thing. *Emphasize it*.
- 2. Go **HAM**. Differences should be **Obvious**.

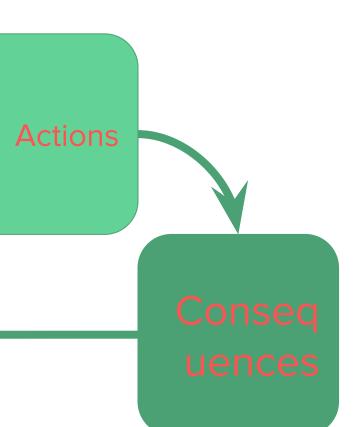
### Surfacing



#### "Incorrect" content:

- Missing
- Low-quality
- Obfuscated

#### Surfacing



Consequences often involve a change in state.

If that change isn't made

explicit, it might as well

have never happened.

Surfacing—Example **BUILD** BUILD

Short:

#### Effect

Medium:

#### Effect+Intro

Long:

#### Effect+Intro+Timer

# Specifics

#### Todo List

Low-hanging fruit

- UI font
- Background image
- Camera lerping
- Particle effects

More "substantial" undertakings

- BGM
- Start menu
- SFX
- Pause menu
- Screen shake/flash
- Custom mouse cursor

## Please, anything except

- Arial
- Times New Roman
- Consolas

I Will hand out

"Arial Demerits" for

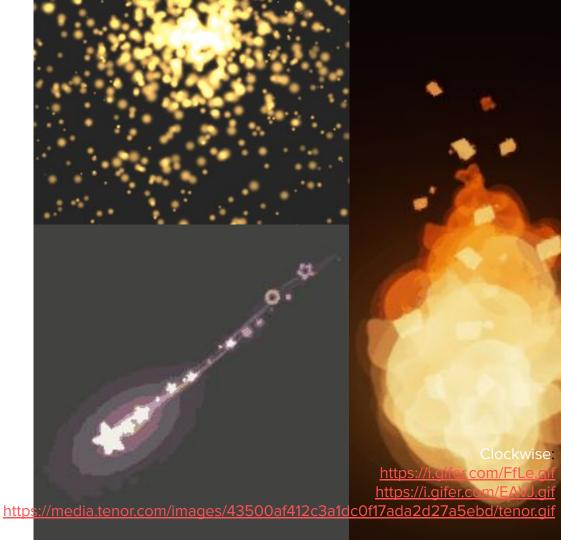
White 18-pt Arial

Rob's Game!

Start
Options!
Piss Off







#### Quiz

- 1. List "the" four principles of visual design
- 2. Give the fifth principle of non-gameplay polish
- 3. Give the three rules of polish
- 4. Say why polish matters
- 5. Give two "polishes" you're planning for your game