Monster Hunter: World

GD08 Cloud

# Physics – Player Motion – Attack Motion – Hit Feedback

1. *Does it feel well tuned? WHY?*

Very Tuned. It well follows the logic of real world, has great performance both in VFX, SFX and controller vibration and gives good positive and negative feedback to player’s input.

1. *Was it intuitive? How?*

In most ways it is, but in some ways it isn’t. In our cognition, a knife made from different materials should make different sounds when hitting on the same thing. Also when hit objects’ materials are different the sounds should differ too. In these two aspects the hit feedback dose really well, and the sound it makes is very like the sound in real world. But in ‘hit stop’, this mechanic is not much intuitive, though it gives really excellent hit feedback. In real world’s law, the sharper the weapon, the more quickly it finishes the chop action, but in game it is completely reversed.

1. *Is it versatile? List all the ways it interacts with other mechanics.*

* Yes, and limited by space, I can't list all.
* When blade is blunt or monster’s part has lower absorptivity, the damage will decrease and attack may be bounced away, the SFX and vibration will be much lower and shorter and the hit stop will be much shorter too.
* Weapons made of different materials and monsters with different leathers will make feedback different in various aspects.
* When weapons enter strengthening stage in quest the feedback will change.
* When attack triggers parts broken, especially when it triggers the monster’s falling down, there will be a unique animation and SFX which gladdens the heart and pleases the eye.

1. *Does it evolve over time? How is it different when you first use it to when you master it?*

In aspect of game design, it never evolves over time. Even after you hunting thousands of monsters it gives you the same feedback as you first load game and make the first attack. But in aspect of game experience it’s totally different. When I’m a rookie I just totally ignored most of its feedback and only focus on monster’s motion and my damage number. But when I master the game, conversely, in most time I ignore the damage number but more focus on the SFX and vibration and use them to evaluate whether my operation was appropriate and at the right time.

1. *In what ways is it meaningful to you?*

* Except for the time record, the hit feedback is all the reason that I keep playing this game. It’s so unique to me that I can’t find its substitute in any other game.
* It is so comprehensive and does so well in action design that I think there are a lot of things I can learn from it.
* It’s a benchmark in action design, every time I get in touch with a new game, I will try to compare its hit feedback design with MHW’s and learn from the strengths and weaknesses of them.