

Phanto - Feedback Document Template



Version History

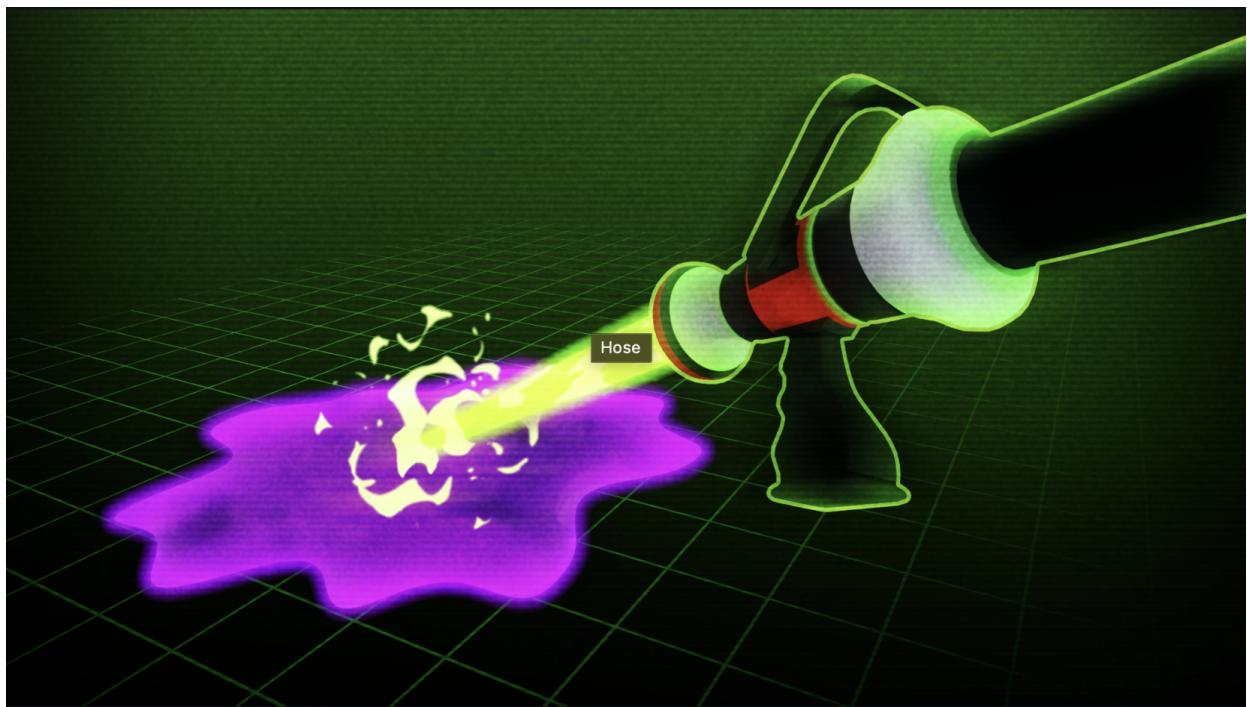
Version	Date	Changes
1.0		

Overview

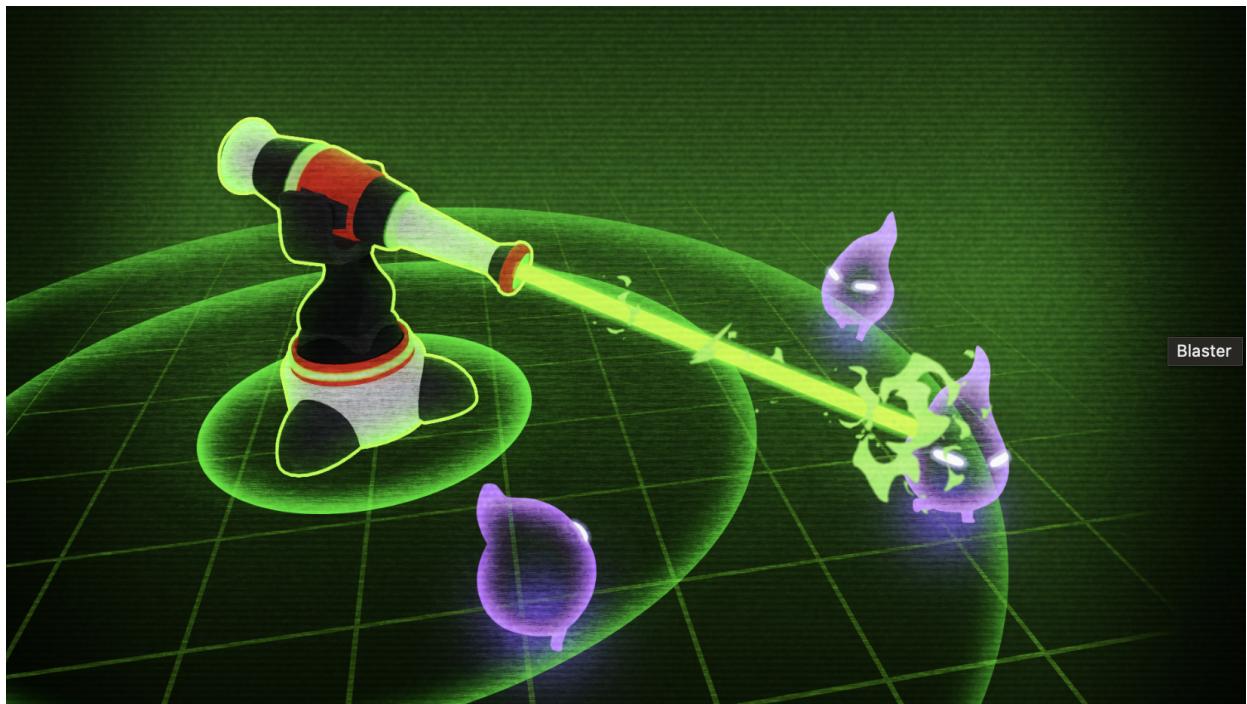
This document aims to serve as a template and example of haptic design knowledge and implementation to build immersive haptic experiences for Mixed Reality.

Game Environment:

Phanto is an Arcade-Style FPS shooter in which the player must defeat the spawning Phantoms squirting Ectofluid all over the shop. The player is armed with a **Polterblast** (Anti-Ectofluid gun) and an **Ectoblastor** (a remote Turret Gun placed on the floor).



Polterblast 3000 - Blast that Ectoplasm: right hand control



Ectoblast - Turret blasting phantoms: left hand control

Once Phanto and the Phantoms have been defeated the player wins!
If your room is covered in Ectofluid - you lose!

Enemies:

- **Phanto** is the boss Phantom that flies around the room spurting Ectofluid onto every surface.
- The **Phantoms** are smaller enemies that spawn across your table, sofa, ceiling and eject vast quantities of Ectofluid onto your lovely clean rug.



Phanto and the Phantoms - Coming to get you

Haptic Design Feedback

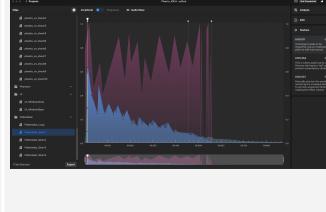
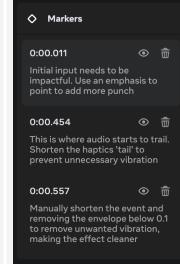
Asset Categories

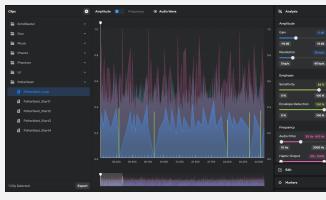
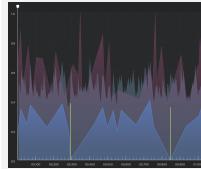
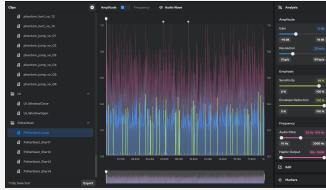
In order to structure design work it can be helpful to organize assets into the categories of which you are designing for:

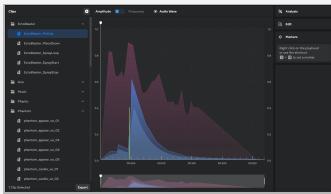
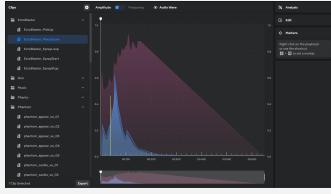
Interactions (Direct)	Interactions (Indirect)	Cinematic Immersion	Music
Game objects and interactions. (doors, weapons, items, lock picking etc.)	Haptics for gestures and guidance (latching, aiming, puzzles etc.)	Cut Scenes, character signatures, immersion without direct interaction	Haptics that match music scores for dramatic immersion or added suspense (also character signatures)

Designate the Event Types

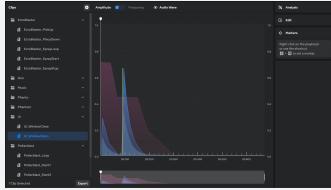
Static	This is a standard one shot event that is triggered by a controller interaction or game event.
Loop	This will trigger the haptics to play in a loop - i.e. holding trigger.
Dynamic	Dynamic events allow for a more creative approach to haptics. This event can be mapped to different controller interactions.

Group	Asset name	Priority	Event type	Design intent	Reference Images	Design Notes	Status
Polter Blaster	Polterblast_Start_1	P0	Static	<p>Interactions (Direct) Target: Right Hand</p> <p>This is the main user interaction object in the game.</p> <p>We want this to feel like a powerful weapon to showcase the haptics ability.</p> <p>This effect is used as a static event when the Polterblast is charged.</p>		<p>Use markers to identify key points of interest in the clip to explain the design intent:</p> 	1st Iteration

Polterblast_Loop	P1	Loop	<p>Interactions (Direct)</p> <p>Target: Right Controller</p> <p>This is the main user interaction object in the game. We want this to feel like a powerful weapon and showcase the haptics ability.</p> <p>This effect will be used as a loop event, to be felt as the player holds down the trigger.</p>		<p>Try adding increased modulation to event by pulling continuous points after an emphasis point closer to '0'</p> <p>Close up image:</p> 	2st Iteration
Polterblast_Loop	P2	Dynamic	<p>Consider some design options with a Dynamic effect:</p> <p>Add Variance:</p> <ul style="list-style-type: none"> • Polterblast loop changes to feel more like a fluid • Randomise Amplitude & Frequency values between a given range: <ul style="list-style-type: none"> ◦ Trigger pull = Amplitude Modulates ◦ Trigger pull = Frequency Modulates <p>Add to Movement:</p> <ul style="list-style-type: none"> • Map movement of the Polterblast hose fluid to velocity changes of the controller <ul style="list-style-type: none"> ◦ (Velocity = distance travelled from one frame to the next) ◦ Amplitude/Frequency are modulated <p>Add to Aim:</p> <ul style="list-style-type: none"> • Polterblast frequency changes when Phanto or Phantoms are struck 		Fill out here	Integration

Ecto Blaster	EctoBlaster_PickUp	Static	Interactions (Direct) Target: Left Controller Picking up the Ectoblastor turret		1st Iteration
	EctoBlaster_PlaceDown	Static	Interactions (Direct) Target: Left Controller Placing the Ectoblastor turret in the space		
	EctoBlaster_SprayLoop	Loop	Interactions (Direct) Target: Left Controller This effect will be used as a loop event, to be felt as the turret is firing at enemies		
		Dynamic	Interactions (Direct) Target: Left Controller Add to Aim: <ul style="list-style-type: none">Player is notified of a direct hit or miss and mapped to frequency modulation		
	EctoBlaster_SprayStart	Static	This effect is used as a static event when the Polsterblast is charged.		

	EctoBlaster_SprayStop	<button>Static</button>	This effect is used as a static event when the Polsterblast stops firing.			
Phanto	phanto_appear_vo_1-6	<button>Static</button>	<p>Interactions (In-Direct) Target: Pan Left to Right</p> <p>Voice over notification that Phanto has appeared in the scene</p> <p>Test in-game. If experience is too much then remove</p>		<p>Consider certain interactions in the game that do not require haptics.</p> <p>Generally a less is more approach has better results rather than over-use. This can lead to user fatigue and annoyance</p>	
Phanto	phanto_tutorial_done	<button>Static</button>	Interactions (In-Direct)			
	phanto_vo_die1_11	<button>Static</button>	Interactions (In-Direct)			
	phanto_vo_die2_12	<button>Static</button>	Interactions (In-Direct)			
	phanto_vo_die3_13	<button>Static</button>	Interactions (In-Direct)			
	phanto_vo_die4_14	<button>Static</button>	Interactions (In-Direct)			
Phantom	phantom_die_vo_01-06	<button>Static</button>	Interactions (In-Direct)			
	phantom_hurt_vo_01-14	<button>Static</button>	Interactions (In-Direct)			
UI	UI_WindowClose	<button>Static</button>	<p>Interactions (Direct) Target: Left and Right Controllers</p> <p>Create a confirmation the user is interacting with the interface. E.g. add the feeling of a positive button press</p> <p>Low frequency to High frequency</p>			

UI_WindowOpen	Static	<p>Interactions (Direct)</p> <p>Target: Left and Right Controllers</p> <p>Create a confirmation the user is interacting with the interface. E.g. add the feeling of a negative button press</p> <p>High frequency to Low frequency</p>	
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Event Priority / Hierarchy

Use this template to map the event frequency

Showcase A particular point of interest to be highlighted i.e. Boss fight, Cinematics, Special ability

High An event that happens regularly i.e. Run/Jump/Shoot

Med An event that happens often e.g. Reloading/Item retrieval

Low An event that happens infrequently e.g. Acquiring health or a special ability/Upgrades, UI/UX

Hierarchy

The order in which these events will be implemented into the game engine. This can dictate which events have priority over others when being called/triggered. For example adding health or taking damage will have a Low event frequency but will have a higher priority order than a High frequency looped gunshot

Group	Asset name	Event type	Event Frequency	Event Priority	Hierarchy	Code Integration
Polter Blaster	Polterblast_Start_1-4	Static	Low	Low	Primary	No
	Polterblast_Loop	Loop	High	High	Primary	No
	Polterblast_Loop	Dyna...	High	High	Primary	Yes

Eco Blaster	EctoBlaster_PickUp	Static	Med	Med	Secondary	No
	EctoBlaster_PlaceDown	Static	Med	Med	Secondary	No
	EctoBlaster_SprayLoop	Loop	High	Low	Secondary	Yes
	EctoBlaster_SprayStart	Static	High	Low	Secondary	No
	EctoBlaster_SprayStop	Static	High	Low	Secondary	No
Phanto	phanto_appear_vo_1-5	Static	Med	Sho...	Primary	No
	phanto_cackle_vo_1-6	Static	Low	Low	Secondary	No
	phanto_goo_ball_1-4	Static	Low	Low	Secondary	No
	phanto_shoot_sfx_1-5	Static	Low	Low	Secondary	No
	phanto_steam_hiss_1-5	Static	Low	Low	Secondary	No
	phanto_tutorial_done	Static	Low	Low	Secondary	No
	phanto.vo_die_11-14	Static	Low	High	Primary	Yes
	phanto.vo_hurt_1-15	Static	Low	High	Primary	Yes
	phanto.vo_shoot_1-10	Static	Low	Low	Secondary	No
Phantom	phantom_appear_v0_1-5	Static	Low	Low	Secondary	No
	phantom_cackle_vo_1-6	Static	Low	Low	Secondary	No
	phantom.vo_die_1-6	Static	Low	Low	Secondary	No
	phantom.hurt.vo_1-14	Static	Low	Low	Secondary	No

	phantom_jump_1-6	Static ▾	Low ▾	Low ▾	Secondary	No ▾
Goo	EctoGoo_ImpactLoop	Static ▾	Low ▾	Low ▾		No ▾
	EctoGoo_Spawn_01-08	Static ▾	Low ▾	Low ▾		No ▾
Music	Music_WhistlingAmbi_Stereo_lp	Static ▾	Low ▾	Low ▾	Secondary	No ▾
	Music_WhistlingDark_Intro	Static ▾	Low ▾	Low ▾		No ▾
	Music_WhistlingDark_Loop	Static ▾	Low ▾	Low ▾		No ▾
	Music_WhistlingDark_Outro	Static ▾	Low ▾	Low ▾		No ▾
	UI_WindowClose	Static ▾	Low ▾	High ▾	Primary	No ▾
UI	UI_WindowOpen	Static ▾	Low ▾	Show ▾	Primary	No ▾