Haptic Design Document Template

Insert project image here

Version History

Version	Date	Changes
1.0	Jan 19, 2024	

Overview

Add info

Game Environment:

Description of game and interactions

Haptics Design Philosophy

Give an outline of haptic you want to achieve by adding haptics to your game, what is the design approach

Build Feedback:

Section for tracking builds and writing feedback

Item:	Notes:	Suggestions:	

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	Studio Reference Images	Design Iteration	Notes	Status

UI	Click (example)	P0 ▾	Static ▾	**Interactions (Direct)** Target: Both Controllers This is the first user interaction object in the game. This wants to feel welcoming and invite the user to explore		*Fill out here*		

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	Priority	Asset Name	Event type	Event Frequency	Event Priority	Clip Priority (0 highest, 255 lowest)	Hierarchy	Code Integration	Notes/Feedback
UI	P0	Click	Static ▾	High ▾	High ▾	128	Primary	No ▾	