# **Haptic Design Document Template**

*Insert project image here*

# Version History

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| --- | --- | --- |
| 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*

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| --- | --- | --- | --- |
| **Item** | **Notes** | **Suggestions** | **Owner** |
|  |  |  |  |
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### **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:

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| --- | --- | --- | --- |
| **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

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| --- | --- |
| **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. |

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| **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 |  |  |  |  |

### 

### **Event Priority / Hierarchy**

## Use this template to map the event frequency

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| --- | --- |
| 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

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