# KW 17 - Game Feel

## PHASE 6: MAKE YOUR GAME FEEL GOOD

In this game you are going to finalise your cyberspace olympics game prototype
polish to it.

### Exercise 'Game Feel'

a. **Polish and Balance:** This is the final week you are
   working on this game. Make it shine. Test it with your col-
   leagues, and hear what they say. Is the game too slow
   or too fast? Do they understand the controls?

   → Identify one key issue you want to work on, and
     make some adjustments: Add a simple tutorial over-
     lay to explain controls; change the movement speeds;
     increase gravity; increase or decrease the size of
     some colliders to make the game more fair.

b. **Add animations to your game elements:** Most
   things in games move: The grass sways in the wind,
   the avatar scratches their head when the players
   don't interact, the coins rotate and sparkle.

   → Use the Unity animator to add at least one sim-
     ple animation with at least two states to make an
     object, avatar, or other game element come alive.

c. **Add sound:** Sound is paramount to make a game feel good. When-
   ever someone hits the ball in your Tennis inspired game, we hear a
   ball sound. Or the audience cheers when a goal is scored.

   → Find free sounds (or create your own, if you have that abil-
     ity) and add at least two sound effects to your game.

d. **Add a particle effect or motion trail:** Particle effects and motion trails help to make a
   game feel more dynamic and to improve feedback. Hitting the golf ball with a club cre-
   ates a little dust cloud, before it flies off leaving a motion trail behind it.
   Another use of particle effects is athmosphere: Flocks of birds in the sky, gusts of wind
   here and there. Particle effects can often be found for free or easily created in Unity.

   → Add at least one particle effect or motion trail to your game,
     either to provide feedback or atmosphere.
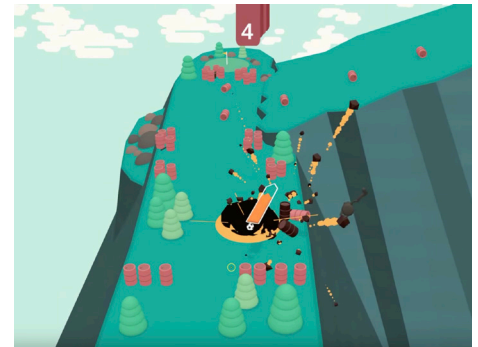

Fun explosions in what the golf
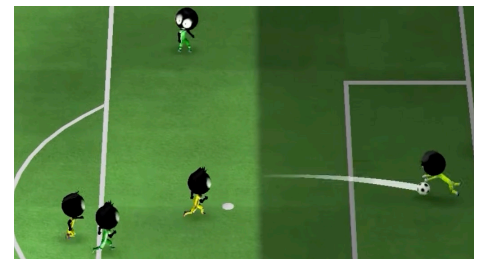

Motion trail in stickman soccer

**Exercise submission (2 files):**

1. Screen capture the gameplay of your final game highlighting what you changed today.
   Upload a small movie (mp4, mov) to moodle.
2. Upload a zip file of your project: To zip up a project, you need to include the following
   folders: Assets, Packages, Project settings. All other things can be omitted.