

KW 17 - Game Feel

IMPORTANT:
Please only work
with **Unity 2021.3.18f1**
(LTS) in this class.

PHASE 6: MAKE YOUR GAME FEEL GOOD

In this game you are going to add polish to your game prototype.

Next week will be the last series: Adding Audio. Prepare to complete the project.

Exercise 'Game Feel'

- a. **Improve Controls & Balance:** Make your game shine. Test it with your colleagues, 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:

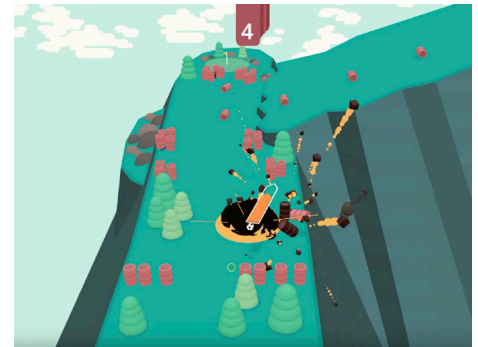
- Rethink your controls: Do you need to change buttons/keys? Remove keys?
- Add a simple tutorial overlay to explain controls?
- Change the movement speeds; increase gravity?
- Increase or decrease the size of some colliders to make the game more fair?

- 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.

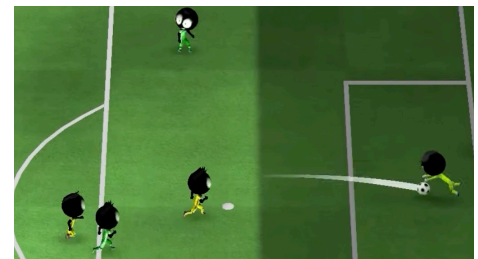
- Use the Unity animator to add at least one simple animation with at least two states to make an object, avatar, or other game element come alive.

- c. **Improve feedback:** Particle effects and motion trails help to make a game feel more dynamic and to improve feedback. Hitting the golf ball with a club creates a little dust cloud, before it flies off leaving a motion trail behind it (improving visibility of ball, too).

- Add at least one particle effect or motion trail to your game, either to provide feedback or atmosphere.
- Optional: Add more feedback or atmospheric effects using any of the techniques discussed in class.



Fun explosions in what the golf



Motion trail in stickman soccer

Exercise submission (1 file):

1. Screen capture the gameplay of your final game highlighting what you changed today. Upload a small movie (mp4, mov) to moodle.