

# VFX in game V#1.1

## Design suggestion and assessment

Date: 19 Jul 2023 Designer(s): Victorine

### Introduction

**Changelog: add notable changes:**

**Date & Author(s)**

[Insert a short intro so the necessary info needed to read the suggestion/ assessment]

### Research notes (optional)

Hearthstone : [Hearthstone \(2021\) - Gameplay \(PC UHD\) \[4K60FPS\]](#)

Faeria : [Let's Play Faeria - Chronicles of Gagana - PC Gameplay Part 1 - I Dream O...](#)

Mtg : [Bajheera - MTG: "MY FIRST MAGIC CARD BATTLE!" - Magic: The Gathering ...](#)

Eternal : [Eternal: The Best Digital Card Game \(Eternal Highlights\)](#)

Elder Scrolls : [Full Match Gameplay - The Elder Scrolls: Legends](#)

I have looked at the video games above and analyzed the VFX during the battles.

The most common effects were :

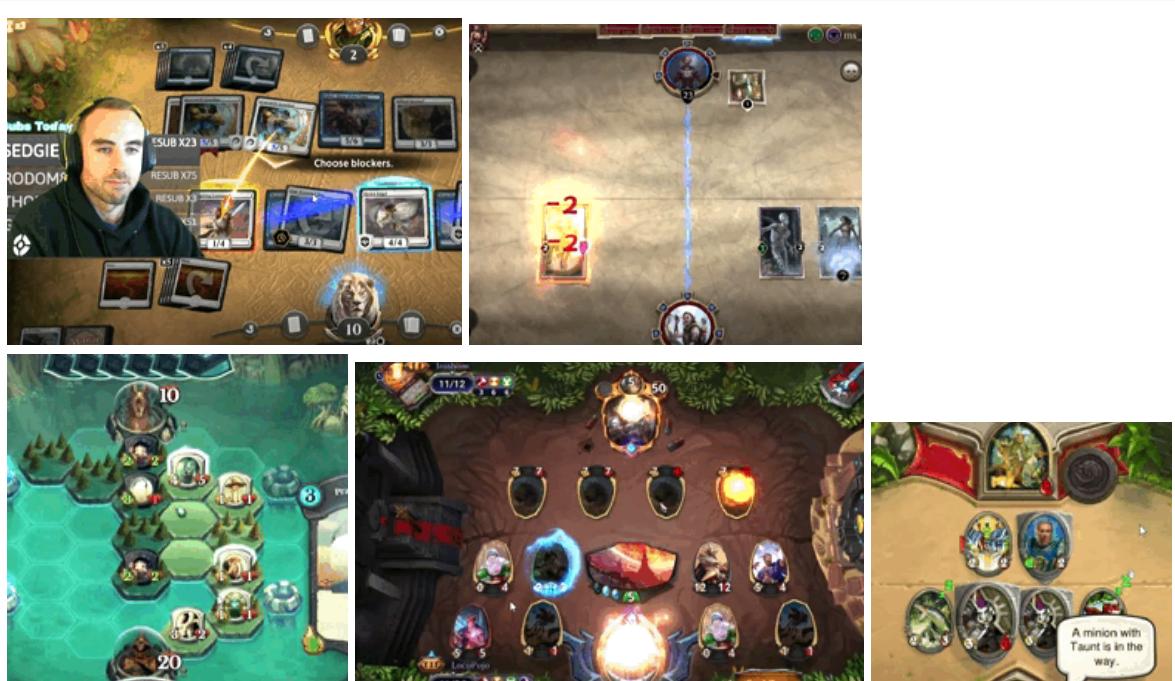
- The damage appear with a big red text on the token attacked



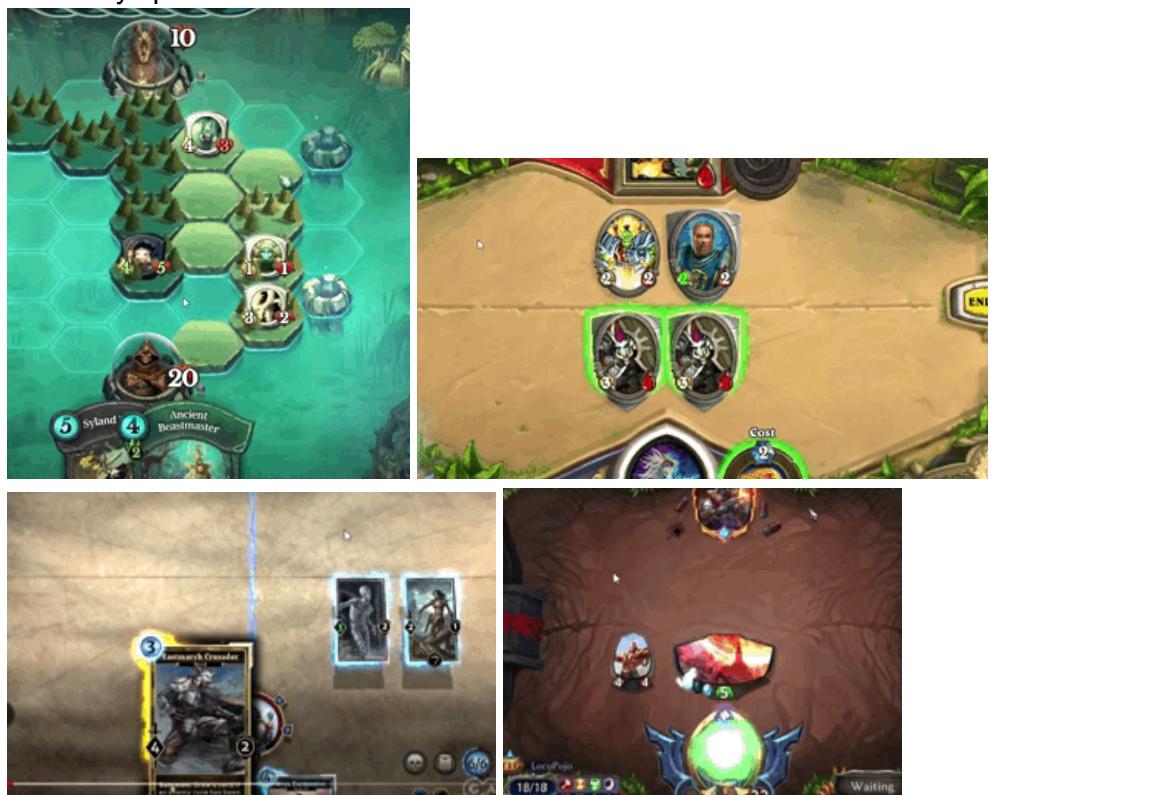
- The stats numbers change color if the token has a buff or is wounded



- The token moves to its target to inflicts damage
- The token explodes when dying



- When a token is deployed, it falls on the ground (screen shaking) or is surrounded by sparkles



## Status of the design change

Overall Status Ready to be discussed, has been asset too

Additional implementation notes: [...Has this been implemented into the GDD or Unity?]

Feedback categories ➔	Approved by Lead to implement
<b>Febackers:</b> for each column below: 1) Name, 2) comments for assessment 3) <u>Story points estimation</u> & priority [name] + [ Story Points · ] + [● or ○ or ●]  ↓ ↓ ↓ <i>Please drag/expand the size of 2,3,4 or 5, if you have alternative suggestions for your main idea. Rename them if needed.</i> ↓ ↓ ↓	👍 Approved by Lead to implement
	👍 Support the Idea - Actively like the idea
	😊 Neutral - No problems with this idea
	🟡 Partly support - it needs a little Twerk
	💬 Discuss - Unclear/ has issues to discuss
	👎 Disagree - Don't like the idea overall
	👎 Problematic - The base of the idea is bad

Sub / alternative Suggestion numbers						
	OVERALL	<a href="#">1 Red text for the damage</a>	<a href="#">2 Attack(ed) animation</a>	<a href="#">3 Buff visual</a>	<a href="#">4 Token dying</a>	<a href="#">5 Token deployed</a>
Approved & story points		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Support	Mikkel	Andreas		Mikkel	Mikkel	Mikkel
Neutral		Mikkel				
Partly S.	Andreas		Andreas Mikkel			
Discuss				Andreas	Andreas	Andreas
Disagree						
Problem						

## The current stage before applying the suggestion

Here is the current stage of the game :



# Suggestion

## Summary

The 1st suggestion is to add some red texts with the damage amount when units are fighting.

The 2nd suggestion explains the animations when a token is attacking or is attacked. While attacking, there will be a weapon (blade or arrows) animation. While attacked, the health's icon of the token will be affected.

The 3rd depicts the visual for the buffed units.

The 4th is to turn dead unit into ashes to make them disappear from the board.

The 5th is an idea for deploying the tokens.

## Sub. Sug.1. Red text for the damage

When a token causes damage, the amount of damage is displayed in a big red text. The amount is preceded by a minus symbol, such as "-3".

This text is displayed on the hurt token.

The text appears small in the middle of the hurt token, and spreads slowly to the up (the base of the text always stays the same, and the top of the text goes up so the text is growing). The final text is  $\frac{2}{3}$  size of a token, and it lasts 1.5 seconds.

## Sub. Sug.2. Attack(ed) animation

When a token is attacking another one :

- If the token attacking has a range of 1 (classic unit), there is a blade animation while the token is moving and the token is moved on half the attacked token, with a fast translation (it comes on and goes really quick).



Something circular like this, between the 2 tokens. There is also, during this blade animation, the sound of a sword cutting in the air or against an armor.

- If the token attacking has a long range (ranged unit), there is an arrow animation from the token attacking to the token attacked. It can either be 1 or several arrows, depending on how visible the arrows are on the board (to be discussed with the artists). The tokens don't move because the arrows are making the link between them. For the sound, it can either be the sound of an arrow flying in the air or the sound of arrows falling in the ground.

When a player's token is attacked :

The health icon of the token becomes bigger and it's tinted darker, until the end of the round. (It is the one in the middle). After the sound of the weapon, there will be the sound of someone hurt (screams of pain or else).



### Sub. Sug.3. [Buff visual](#)

The text on the health icon is green when buffed, even when the token takes damage. Currently, when a token takes damage, its health text becomes red. The suggestion here is that if the token is buffed, its icons' texts stay green and only decrease, so the player doesn't forget that the token is buffed.

If the player makes the information panel appear, it contains a line in green explaining where the buff comes from. This way, the player will know the token is currently buffed and why, and might think twice before moving it (if it's a buff due to location for example).

Same for the attack icon.

If the opponent's tokens have a penalty, their icons' texts are red, and a line in red appears in the information panel of the tokens.

**2** Plundering Vikings  
Unit  
Skirmish

18 Morale

Whenever this unit defeats an enemy unit, draw a card

**2**

**4**

**Historical context**

This card is still under development, and is therefore missing historical context.

This card has +1HP thanks to the Action card "name of the action card" next to it

This card has +1HP thanks to the card "Karls" next to it

(The health text is also green on the token)

#### Sub. Sug.4. [Token dying](#)

When the token is dying, it just falls into ashes. It doesn't explode or break, really just turns into ashes.



#### Sub. Sug.5. [Token deployed](#)

Heavy sound of something falling on the ground and some dust/dirt moving out in a circle. For the sounds, some fast human trampling for the units and fast horses trampling for the cavalry units.

It would recall the arrival of troops on the battlefield.



### Suggestion for goals

Tick if the goals have been aligned by the GD lead.

What are the goals you set for this feature and for those who implement assets for it?

Does it fulfil any   Tectonicus card battler overall goals and features prioritization 3.5 ?  
The Game Design Lead will review to align goals.

1. Goal [29 Immerse the player in an immersive world that the player wants to dive into]

## User story/ies, story points, and dependencies (when relevant)

As a user, I want to dive into the game so that I can live an immersive experience based on what happens on the screen. When I play, I want the game to react in a logical and immersive way.

**Estimated Story points:** Story Points ▾

### Dependencies related to the design

**Links to other designs/implementations:** [link] [explanation of dependency]

#### List of assets:

- Weapons research - History Department
- Sounds fx - Sound Department
- Texts and icons - UI Department
- VFX - Art Department

## Argumentation

The current UI is not efficient enough : many players are lost during the first times, meaning that the UI does not guide them correctly.

In this way, we need to redesign the UI, and then the VFX in battle because they help a lot the player to understand what is happening on the board, why the tokens are attacking/attacked and how the player's actions affect the game.

The 1st suggestion is important according to me to match the expectations of the players. The dedicated players of games including fights are used to those red texts that help noticing the damage of the units. It is also satisfying for the players to see the damage they do to the opponent. As the tokens are small on the board, it helps warning the players about the health lost by their tokens.

The 2nd suggestion helps immersion. By seeing the weapons in action, the players better understand that the units are fighting, that it is a battlefield. While playing a battle, in the vikings context, players expect units to fight with weapons and not by bumping into the opponent. This suggestion will be a visual support so the players better understand what is going on on the battlefield.

The 3rd suggestion guides the players. Indeed, the players need to know which units are buffed and why in order to adapt their strategies. The Game Design department is currently developing some area buffs, therefore the explanation of why a unit is buffed is essential. The players don't want to lose a buff because they forgot where it came from. Regarding the texts that stay green even if the unit is hurt, here is the explanation. Let's imagine that unit A gets +2 hp because it is near unit B. Unit A gets hurt, and it only has 2hp left. The unit is not dead only because of the buff. If the player moves unit A far from B, it does no longer have the buff, so it dies. If the text is green, the player will wonder why the unit is buffed. If the text becomes red because the unit has been damaged, the player doesn't remember anymore that the unit might die if the buff disappears.

The 4th suggestion embodies the death of a token. This point is complicated because we can display violence, blood or any obvious death animation. The death of the tokens has to be clear but subjective. The ashes are related to death in most cultures.

The 5th suggestion depicts the deployment of units. The issue here is that the cards in the hand are transformed into tokens on the board to be played. The animation then needs to be logical with these start and end points. We can use some magical swirls or sparkles as

the units are different from the mythological content we will add. The animation suggested is used in some games, and was the most accurate I could think of.

If we design 3d tokens one day, it could be interesting to think of another animation, which I developed in the “Further suggestion” section.

## Assets

*Detailed explanation of assets needed for the design and which department should make it/them.*

### 1. Weapons research | History Department

The history department needs to do some research about historically accurate weapons. We need several types of weapons, from blade to bow. Then historians will have to link each card (units or heroes) to the correspondent weapon (or the closest one). Historians will have to look for the weapons, how they were used (the movements done with it) and the sound it would have produced.

### 2. Sounds fx | Sound Department

The Sound Department will have to design the following sounds :

- A sound for each weapon found by the historians
- Some screams of pain or other reactions for attacked tokens.
- A sound for the unit falling in the board (a \*bam\* kind of sound, like something heavy falling on the floor)

### 3. Texts and icons | UI Department

The UI Department will have to add the following UI elements :

- The red texts for the damage.
- The buff explanation texts in the information panel of the cards (Sug 3)
- The icons' texts in green or red for the buffs/debuffs
- The bigger and darker heart icon for the damaged units

### 4. VFX | Art Department

The VFX artist will have to create the following animations :

- The animation for the red texts for the damage. (see Sug1)
- 1 animation for each weapon found by the historians, based on their brief
- The death of a token. Warning : it should not look like a vampire's death
- The deployment of a token

### 5. Implementation | Development Department

The devs will have to implement all the above assets in the game.

## Discussion

*Write points of discussion here if they do not fit into the format of a comment  
Please when relevant use the key phrases: 1) Agree/support, 2) Tweak/ partly support it, 3) Neutral, 4) Discuss, 5) Disagree 6) Problematic*

[Headline]

[text]

## Further and later suggestions for changes

[Headline]

[text]

Adding some other weapons animation such as spears, clubs...

We can conduct historical research to make other animations depending on the weapons of our cards, to put instead of the blade or the arrows.

## Deployment if we have 3d tokens

If we have 3d tokens one day, the deployment animation could be different : when the card is selected in the hand, the player has kind of an arrow to select a tile on the board, as a target location. Then, some soldiers or units or whatever the token is about run from the bottom of the screen to the selected tile and transform in a 3d token. It would represent the movement of the units coming from the base to the safe zone for deployment.

## Discussion notes

[write any relevant information that took places prior to the discussion, under of after]

# Assessment

## Pros & improvements

- It would make the game more lively, more interactive with the players. It can also help to put the players inside the atmosphere.

## Cons, concerns, risks, limitations and challenges

- The texts for the damage might intersect if there are many units close to each other, it will probably need some tests for the size of the texts. We should also test it on mobile because it will be the main issue.
- Too many animations can be too needy of energy, and not work on small or old computers.

- Those animations will make the game more lively, but it might erased the “card game” feeling.
- One challenge is currently we don’t have a VFX animator in the Art Department.
- Or those suggestions will need a lot of work from the art and sound departments.
- 

## Stakeholders and consequences, balancing and competitors

### Consequences

Following those suggestions will make the game more lively and immersive. It will help the players understand what is going on on the battlefield and how the fights affect their units. However, the suggestions might not be compatible with the mobile version. We need to test if it is not too much for a small screen, and how to adapt it. A “card game” lover might not like too many animations.

### Stakeholders

Those suggestions will require a lot of work from several departments. The historians will have lots of research to do, the art and sound departments will have a lot of creative work to do. A good organization will be needed for this project.

The main issue here is the lack of a VFX animator in the team.

### Balancing implications

The suggestions won’t affect the balance of the game because they don’t modify the stats of the units. They will make it easier for the players to know on time which units are buffed and why and how much damage the units have suffered.

### Competitors

See the research section.

### Notes

[Please add any notes you think are relevant that could not be covered in other sections]

## Instruction to the template

Please fill out all these fields above when making a suggestion for a change. *This document is only for members of the game design department, if other people have suggestions they will be raised in other places like in a text document, then the game design department will fill out a template for it.*

Make sure to change the title to describe what the overall assessment is about in 1-3 words. If you have several suggestions, separate them into individual documents. You don’t need to use this document if you want to change a spelling mistake, but you still need to use this document if you want to change the terminology of something.

### Steps to follow:

#### Initial phase

- Write the introduction
- Mark the status as not ready to be discussed, using an X. After completing the first steps below until you have asset your change, you will change the status as “Ready to be discussed, has been asset too”
- Fill in “The current stage before applying the suggestion”
- Write your suggestion and a summary if necessary in “**Suggestion**”
- Fill in “Argumentation”
- Head down to Assessment and fill in the pros, cons and the Stakeholders and consequences
- If this suggestion was part of a Trello card move the card to ready-for-review and send an update on Discord on #Game-Design

### Discussion phase

- The involved design department (one, some or all members) will use the comment function on top of a headline, section/paragraph or a word of the text in the field in which the suggestion was written. If you comment on a headline you are giving feedback to part of the text that the headline covers, if you give feedback to a section/paragraph or a word the feedback will only be towards the highlighted area.
- When writing a comment it is important that the first word in the comment is one of these, so we can clearly identify your opinion.

**Support the Idea** *When we actively like the idea*

**Neutral** *When there we see no problems with this idea*

**Partly support** *it needs a little Twerk, but we don't need to discuss it in detail*

**Discuss** *Unclear/ has issues to discuss*

**Disagree** *Don't like the idea over all*

**Problematic** *The base of the idea is bad*

Afterwards people can discuss in a thread if relevant.

If you use the last three keywords and you don't change your stance on a suggestion it means we will most likely discuss it in a meeting.

There is an extra empty field you can use called “Discussion”. This one is *only* meant to be used if you have overall comments or feedback that did not fit into the main text of the suggestion.

- If during the review other members of the game design department come up with ideas related to the discussion here they can place it in: “Further and later suggestions for changes”.
- Everyone will have some time to see suggestions and comment on them up until the deadline.
- After that the suggestion will be discussed at a Game Design meeting. If there is no “red” or “yellow” feedback we will discuss how to implement the suggestion. If there is red or yellow feedback we will discuss the suggestion at a game design meeting to come to a conclusion. *This could be: someone will be tasked to modify the suggestion/ do a rewrite or we archive the suggestion.*
  - The status will change to discussed if it has not all been approved during the meeting but we need more time to discuss it
  - The status will change to approved if it was approved during the meeting
  - The status will change to partly approved if it was approved during the meeting that we move forward with the core of the suggestion but it still needs minor changes
  - The status will change to not approved if it was not approved during the meeting because we could not agree to move forward with it.
- Finally we will review if we need to update the assessment.

When other people write in this document they will use the suggestion mode so that we can keep track of who writes what. Also if you want to add a comment of why you put something here, please use the comment function, a box for that will automatically appear once you use edit mode.

If you somehow end up with a text that is no longer in suggestion mode, then please comment on the paragraph that you wrote.

Make sure to keep a cell/row free when making new sections.