

Be Ready to Present Your Prototype!



Game Feel

Signaling and Polish



Virtual Sensation

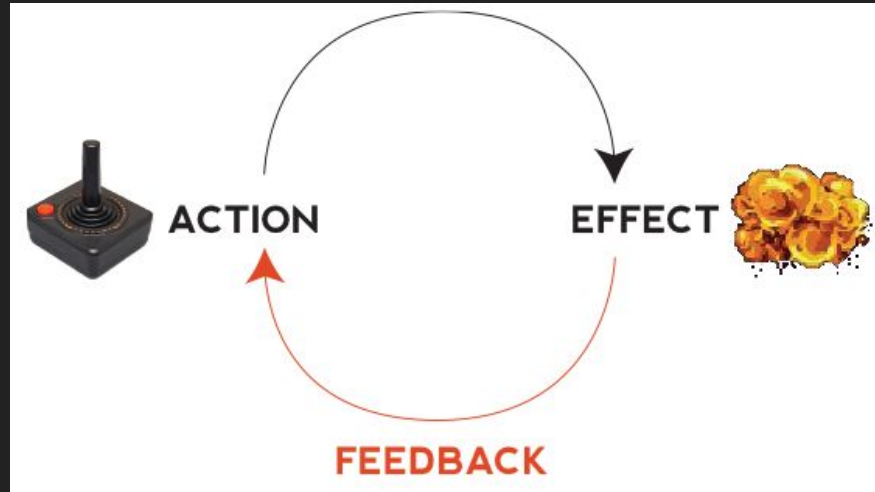
Virtual Sensation



Virtual Sensation



Input / Response



Input / Response



Input / Response



Input / Response



(Perceived) Weight

(Perceived) Weight



Spatial Context

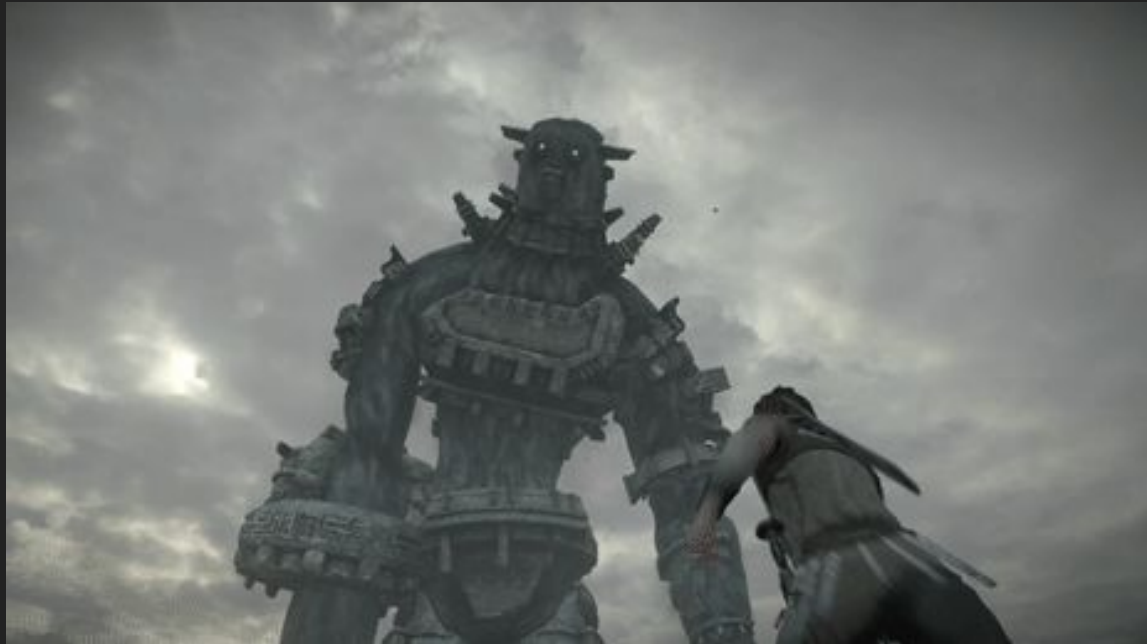
Spatial Context



Spatial Context



Spatial Context



Signaling

Let the player know they should be aware of something.

Signaling and Visual Feedback



Signaling and Visual Feedback



UI

(consider less for easier localization)

CS 6553/4553: GAME DESIGN

Captain: FHS Foe Rewr

View Toggle UI Options Controls

Current Location: **C2 - Hive Home World**
Current Mission: None

Hull: 100 Shield: 100

Captain's Console **Open**

Warp Jump --

Need coordinates from Captain's console.

Sort: default | distance | name

Ship Name	ID	Status
USS John Paul Jones	1066	Target
FHS Foe Hammer	1109	Target
FHS Chiefs Hammer	1432	Target
Yo mom do this UO	1579	Target
USS Solaria	1546	Target
USS SecondPrize	2006	Target
Prometheus	2261	Target
BM Stepdad	2662	Target
Adverse of Life	2904	Target

Adverse of Life On Screen

Adverse of Life

USS SecondPrize

FHS Chiefs Hammer

FHS Foe Hammer

USS Solaria

USS John Paul Jones

SS Suicide Insanity

Beam Laser 0.8s
Locked

Torpedo 3.7s
Locked

Force Field 13.3s
Cooldown

Down Thrust: 100% Up

Roll Lt Stop Roll Rt

Galaxy: 25 Region Ship

Tommydean37 launched the BM Stepdad.
WhistlingFox: ouch
Tyracks554S ejected!
(DAT-DD) Mothership-1 eliminated Ramitinu.
BrandyBear launched the Ramitinu.

Send Macros VoiceComm

UI



UI



UI



Visual Rewards

Visual Rewards



Visual Rewards



Visual Rewards



Visual Rewards



Audio

(Feedback - Environment - Mood)

Every Sound Effect From

**SUPER
MARIO BROS.**



Case Study: Overwatch

Audio Feedback

All sounds in the game are dynamically mixed based on their importance to the player (enemy heroes are louder than friendly ones, enemy heroes most dangerous to player are loudest, etc.)

Each hero has very distinct footsteps and movement sounds, so they can be recognizable only by sound.

Heroes automatically call out important gameplay information (“My shield is low”, “Teleporter under attack, etc.”)

Enemy heroes have different voice lines if they are on the opposing team (sometimes in a different language).

https://www.youtube.com/watch?v=teun_wZ8_LI

DubWars



<https://www.youtube.com/watch?v=VJFi3qI7j6w>

Resources

You do not have to spend money on your projects! Here are some resources I've used in my own games.

Music

<https://incompetech.filmmusic.io/search/>

Sound Effects

<https://freesound.org>

Unity Asset Store

<https://www.assetstore.unity3d.com>

Prototype 6

(Due next week)

Let's review the requirements!

If there is time...

I could demonstrate post-processing effects
or audio stuff in Unity.