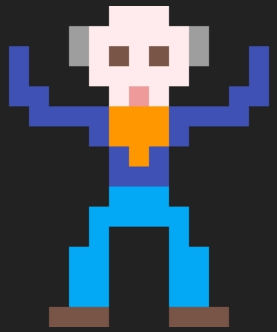
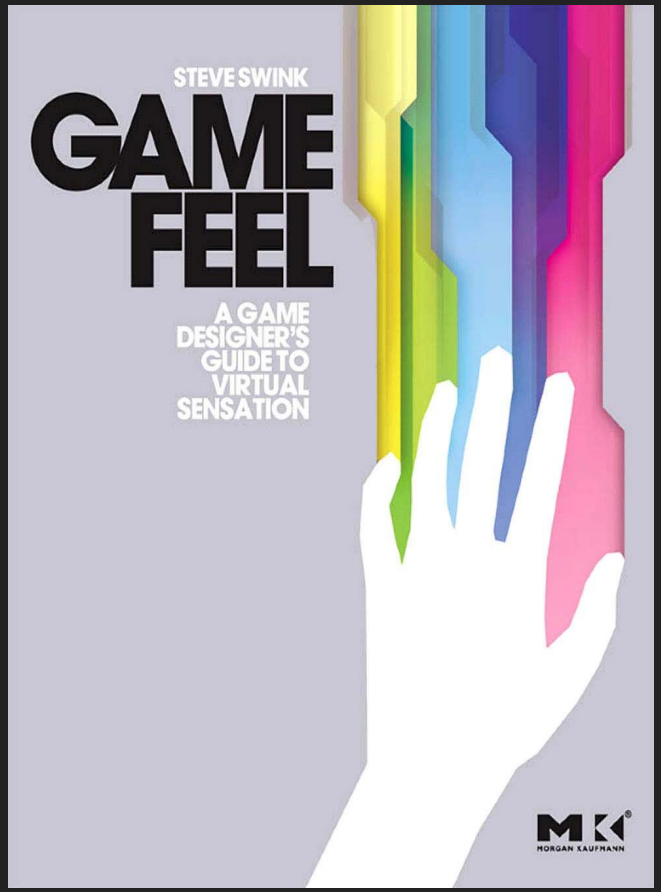
Be Ready to Present Your Prototype!



Game Feel
Signaling and Polish

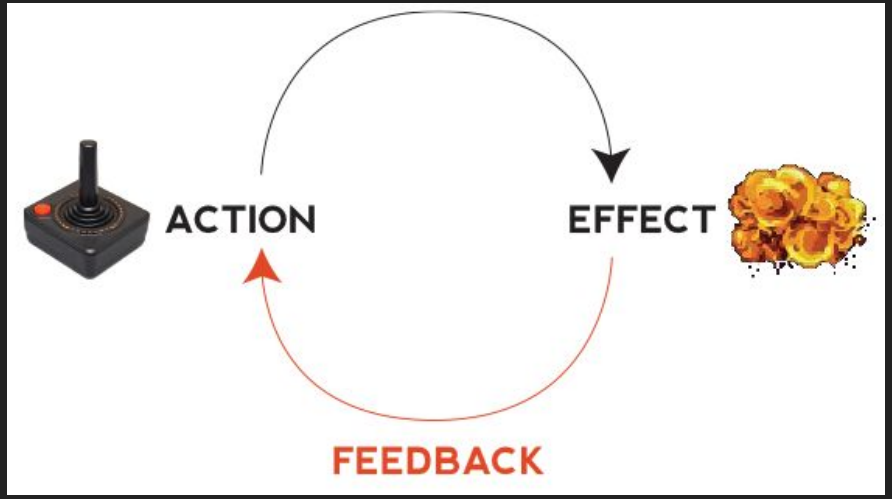

STEVE SWINK
GAME FEEL
A GAME DESIGNER'S GUIDE TO VIRTUAL SENSATION
MK
MORGAN KAUFMANN

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

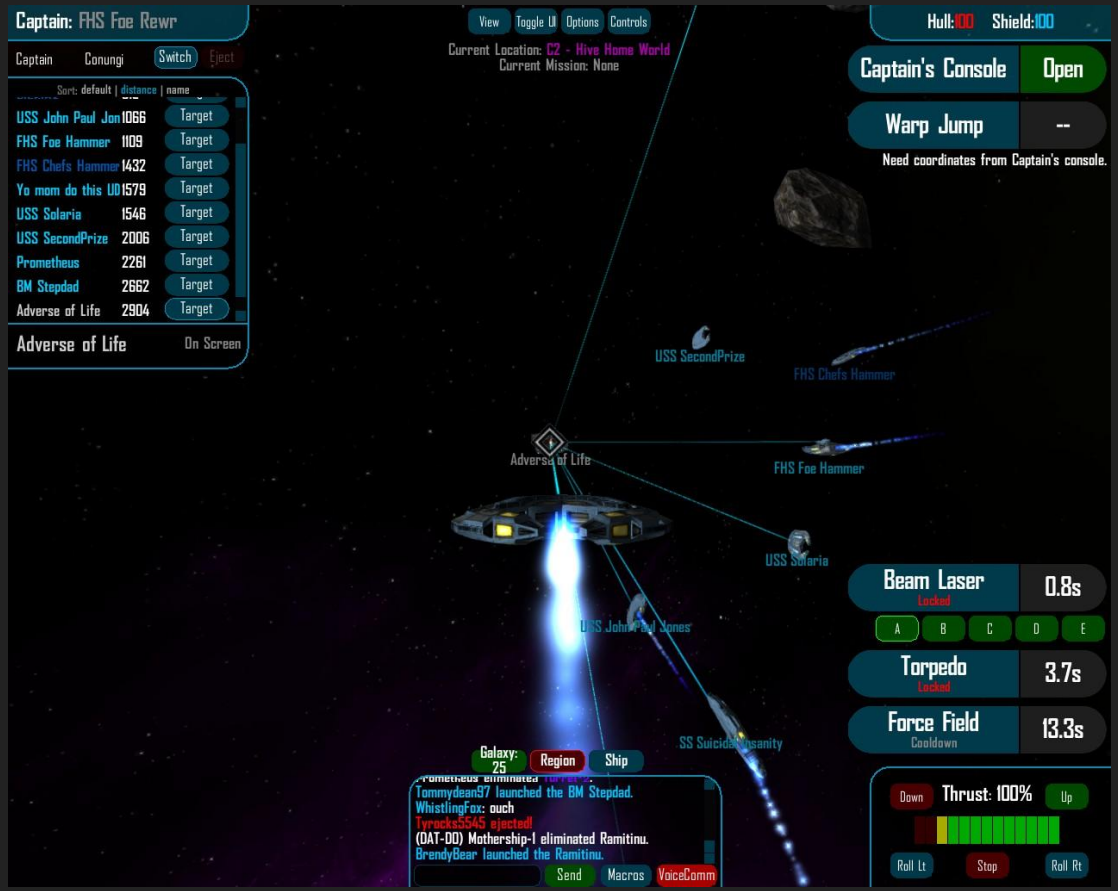
Let the player know they should be aware of something.

Signaling and Visual Feedback

Signaling and Visual Feedback

UI

(consider less for easier localization)


Captain: FHS Foe Rewr
Captain Conungi Switch Eject
Sort: default | distance | name
USS John Paul Jon 1066 Target
FHS Foe Hammer 1109 Target
FHS Chefs Hammer 1432 Target
Yo mom do this UD 1579 Target
USS Solaria 1546 Target
USS SecondPrize 2006 Target
Prometheus 2261 Target
BM Stepdad 2662 Target
Adverse of Life 2804 Target
Adverse of Life On Screen
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.
USS SecondPrize
FHS Chefs Hammer
Adverse of Life
FHS Foe Hammer
USS Solaria
USS John Paul Jones
SS Suicidal Insanity
Beam Laser 0.8s
Locked
A B C D E
Torpedo 3.7s
Locked
Force Field 13.3s
Cooldown
Galaxy: 25 Region Ship
Tommydean97 launched the BM Stepdad.
WhistlingFox: ouch
Tyrucks5545 ejected!
(DAT-DD) Mothership-1 eliminated Ramitinu.
BrendyBear launched the Ramitinu.
Send Macros VoiceComm
Down Thrust: 100% Up
Roll Lt Stop Roll Rt

UI

INVENTORY
WEAPONS
KEY ITEMS
SUIT
LEVEL 3 SUIT
AIR 70sec
ARMOR 10%
NODES
1
CREDITS
6,050
PLASMA CUTTER
High-energy mineral cutter.
Navigate
[Enter] Select
[Tab] Exit

UI

UI

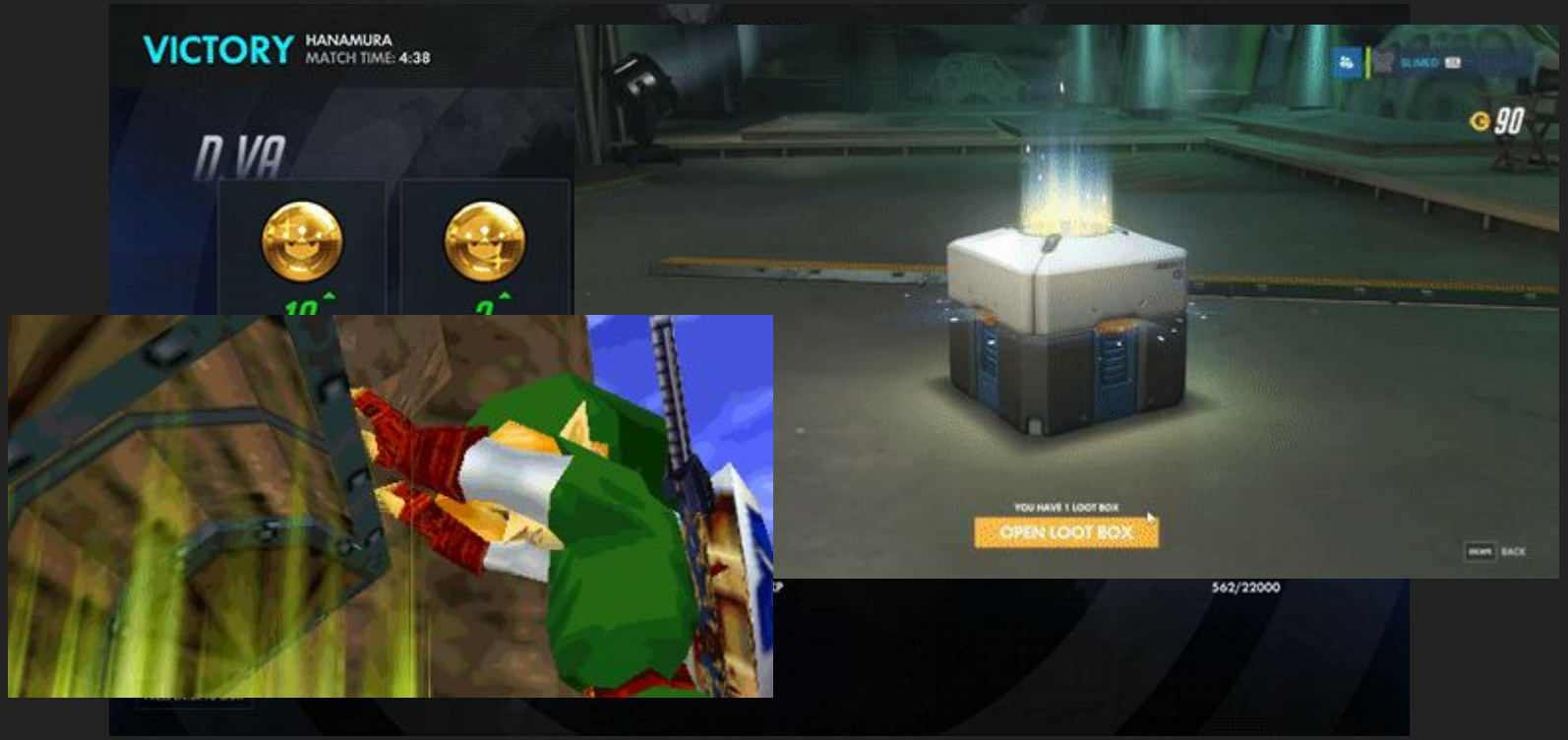
Visual Rewards

Visual Rewards

Visual Rewards

Visual Rewards

Visual Rewards



Audio

(Feedback - Environment - Mood)

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.)

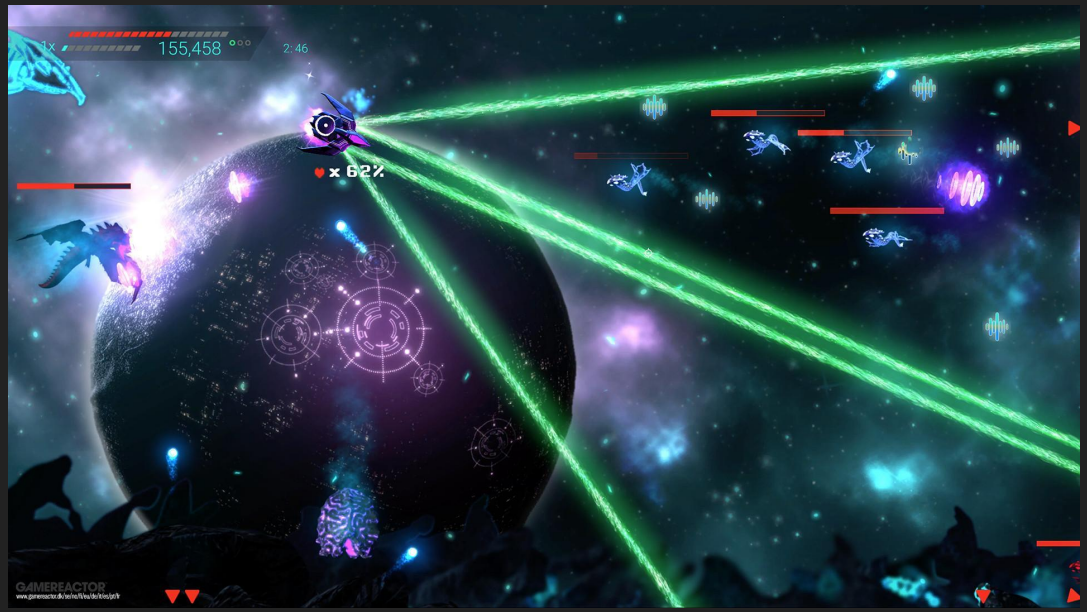
Each hero has very distinct footsteps and movement sounds, so they can be recognizable only by sound.

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=VJFi3gI7j6w

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.