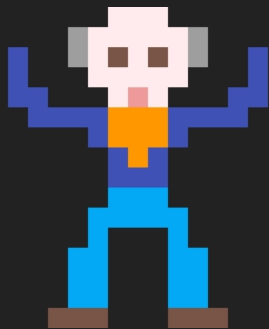


Be Ready to Present Your Prototype!



Game Feel

Signaling and Polish



Virtual Sensation

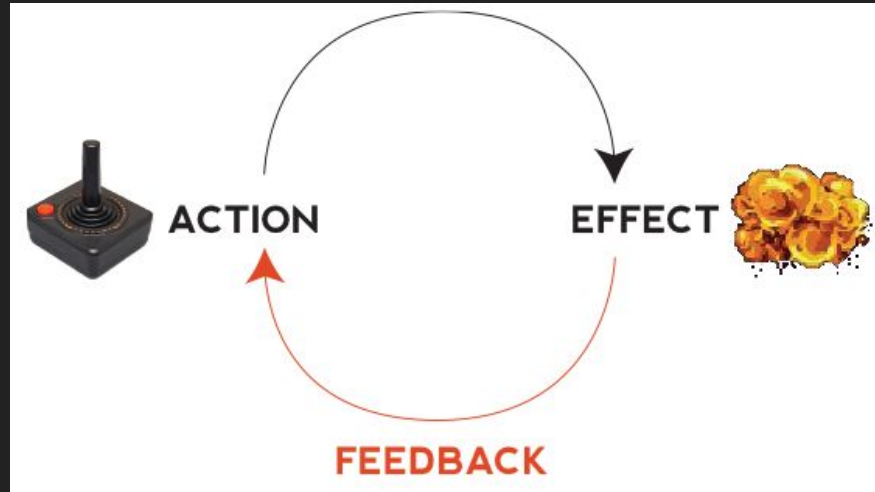
Virtual Sensation



Virtual Sensation



Input / Response



Input / Response



Input / Response



Input / Response



Input / Response

The creator of Celeste has a great twitter thread about various “game feel things” absolutely check it out!

<https://twitter.com/MattThorson/status/1238338574220546049>



(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



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!