

“Game feel approach analysis”

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Brief

- Identify the elements that make interactions with the game register as “pleasurable” and “good” for the player
 - Interactive level of player actions
 - Player’s movement in space
 - Successful aesthetic feedback: 2+ channels

Categories

- Interactions
 - Every action of control from the player to the game's character
- Aesthetic feedbacks
 - Audiovisual (FX, SFX)
 - Tactile
 - Speed
- Freedom tree
 - A diagram with a breakdown of the interactions above and their relationships

Methodology

- Identify every action of control from the player to the game character and create a “Freedom tree”
- Identify the feedbacks of each action and through which channels they are conveyed.
- Identify how fast or slow are those actions executed, and if they are similar to reality in a good way.

Interactions

- Different walk speeds
- 3 sec running activates after walking, (adds depth)
- Transition animation for changing directions
- No height difference in jumps
- Attack combo system moves your character forward
- Free fall has no “smooth damp” movement, no weight

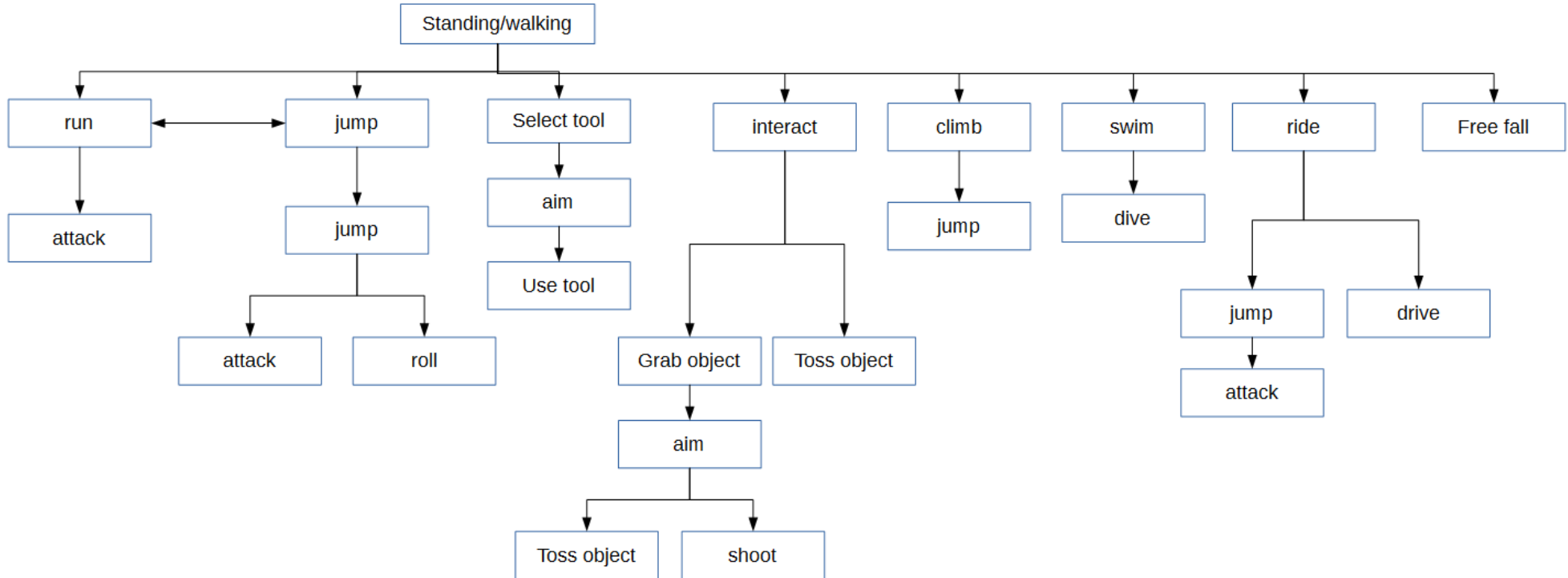
Aesthetic feedback

- Movement: visual fb, auditive fb, immediate
- Run: visual fb(blur), auditive fb, activates after 3 sec.
- Jump: visual fb, auditive fb, immediate, very small second jump, fast movement while in the air.
 - Don't breaks speed.
- Attack: visual fb, auditive fb, tactile fb, immediate.
 - Breaks speed
- Getting damage: screen shake

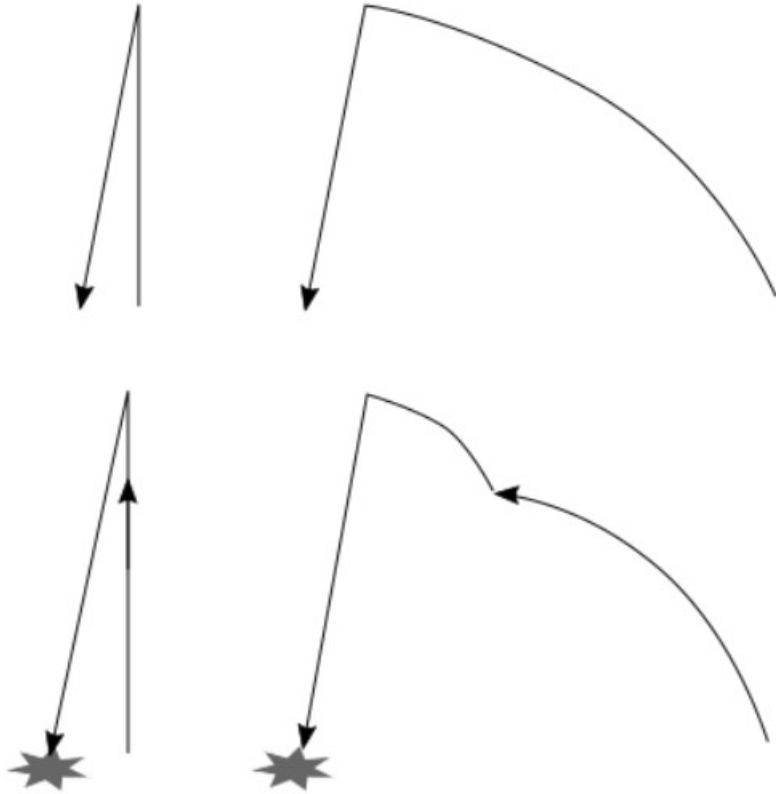
Aesthetic feedback

- Climbing: fx
- Swimming: fx, sfx
- Damage ▫ screen shake, fx, sfx, tactile fb ▫ Level up
- **Landing: no fx**
- Freefall: fx, sfx
- Leveling up: very strong fx, sfx, tactile fb and camera effects

Freedom tree



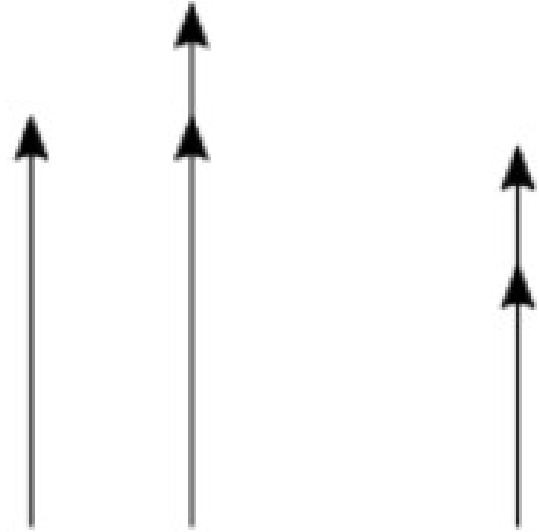
Example “Stomp” feels good?



- Normal stomp
 - No anticipation animation
 - “Weird” flying down movement
 - Small FX
- Big stomp
 - Anticipation animation
 - Screen shake
 - Big FX, SFX and Tactile

Does “jump” feel good?

- 1st jump no difference in height
- 2nd jump adds a little freedom
- Audiovisual feedback



“Subjective feel”

- “Movement feels floaty”
 - Animation not tied to speed
 - Fast turning and change of direction
 - Low gravity
- “Seems deep but meaningless”
 - Many actions with no direct use

Conclusions

- Interactions
 - Does a more deep gameplay makes a game feel better?
 - Meaningful interactions
- Aesthetic feedbacks
 - Minimum: audiovisual
 - Better: tactile fb and animation sync
- Freedom tree
 - Backed up by good user experience. Too much complexity and starts being frustrating.
 - Tool for gameplay breakdown.

Thanks!

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