

MARIO  
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TIME  
246

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# GAME FEEL







Great Tree Moon

Professor Level

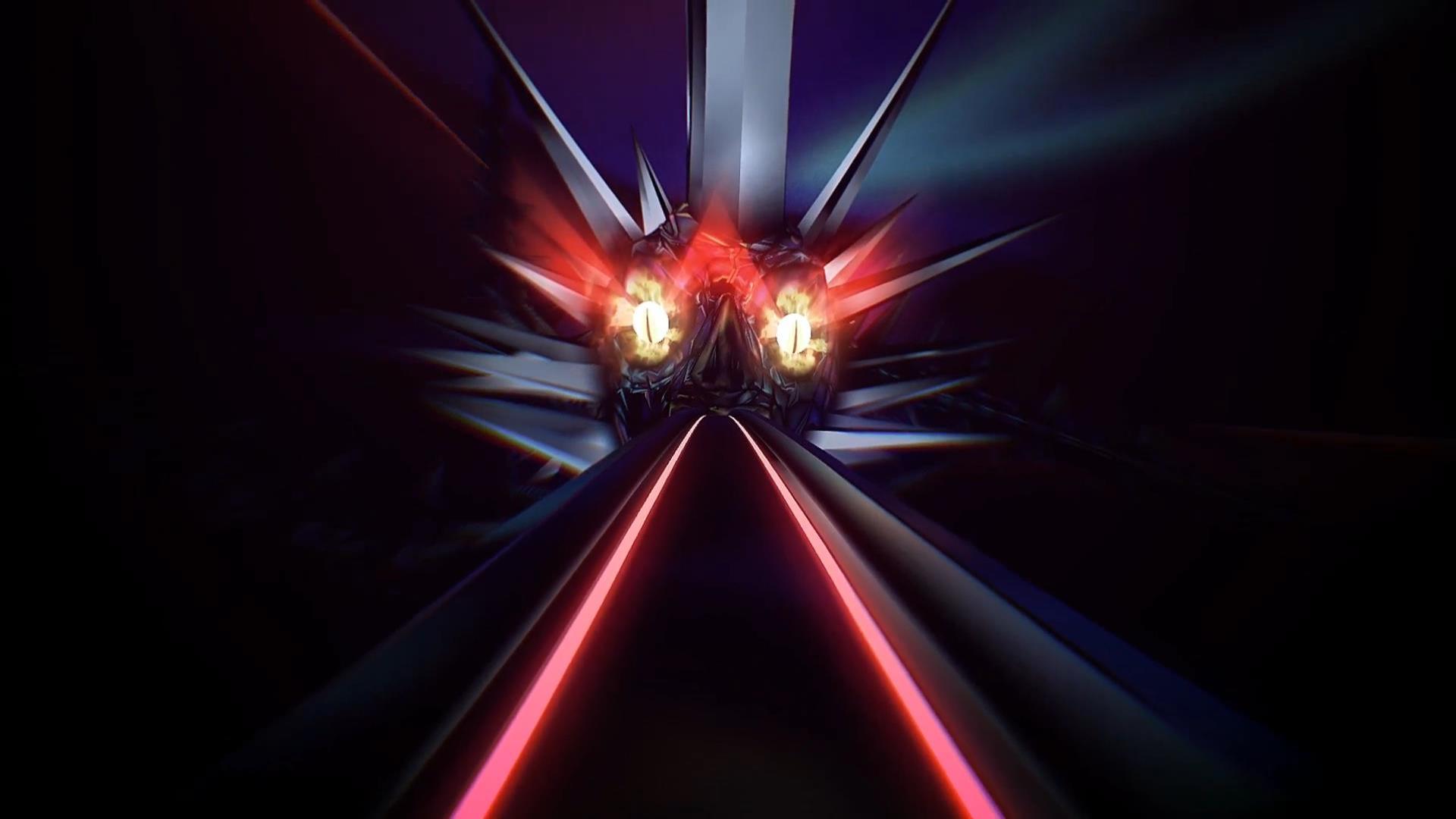


Do some gardening in the greenhouse.









STEVE SWINK

# GAME FEEL

A GAME  
DESIGNER'S  
GUIDE TO  
VIRTUAL  
SENSATION



MK®  
MORGAN KAUFMANN

# WHY GAME FEEL IS IMPORTANT

- Moment-to-moment gameplay can make or break the player experience
- Provides fundamental pleasure from core mechanics
- Makes players feel part of a virtual world
- Kinesthetic feedback encourages intrinsic rewards for system exploration and mastery
- *Play for play's sake*





① 1954 000





Game Feel - Measuring the Influence of Acceleration and Deceleration - Mediaology, Aalborg University

23.174 visninger • 22. maj 2015

1 like 9 dislike DEL GEM ...

<https://youtu.be/S-EmAitPYg8>

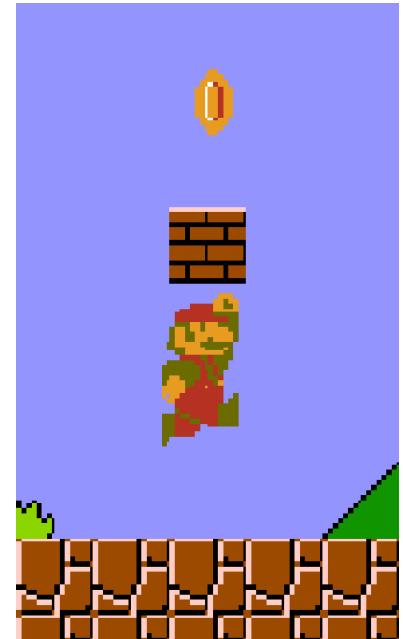
 x 4

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Super Mario 64

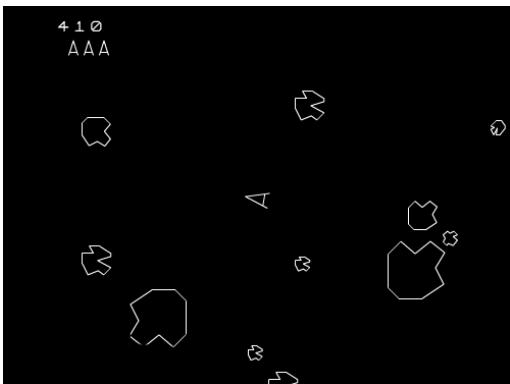
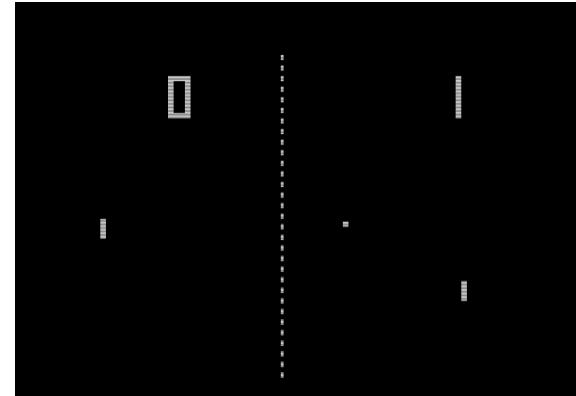
*The **tactile**, kinesthetic sense of manipulating a virtual object.*



*The tactile, **kinesthetic** sense of manipulating a virtual object.*



# *The tactile, kinesthetic sense of manipulating a virtual object.*



**Real-time control** of virtual objects  
in a **simulated space**,  
with interactions emphasized by **polish**.

# REAL-TIME CONTROL



# SIMULATED SPACES

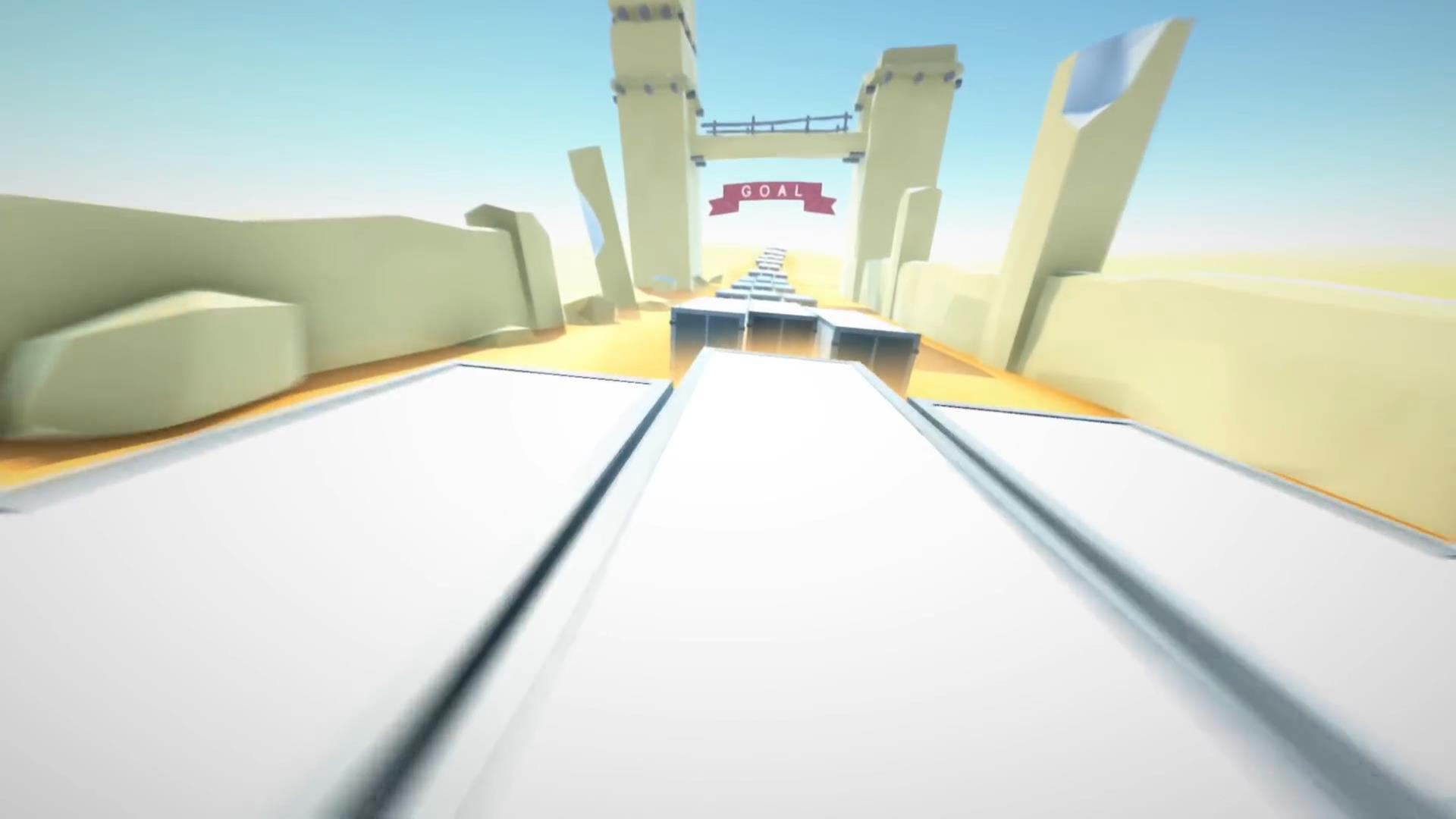


# POLISHING EFFECT



Art of screenshake (Vlambeer) & Juice it or lose it (Grapefrukt)

<https://youtu.be/AJdEqssNZ-U> & <https://youtu.be/FyOaCDmgnxg>



A 3D perspective view of a futuristic track. The track is white with black outlines, set against a bright yellow ground. It leads towards a large, light-colored stone structure. A red banner with the word "GOAL" in white capital letters hangs from the structure. The background shows a clear blue sky and distant, low hills.

GOAL





Spider-Man's Animation: The Zip To Point

[https://youtu.be/ztM3z20Gn\\_o](https://youtu.be/ztM3z20Gn_o)



<https://youtu.be/7KiKOAqtmc>





So let's see just a very basic situation of the player jumping from point A to point B.

# JUST IN TIME JUMP

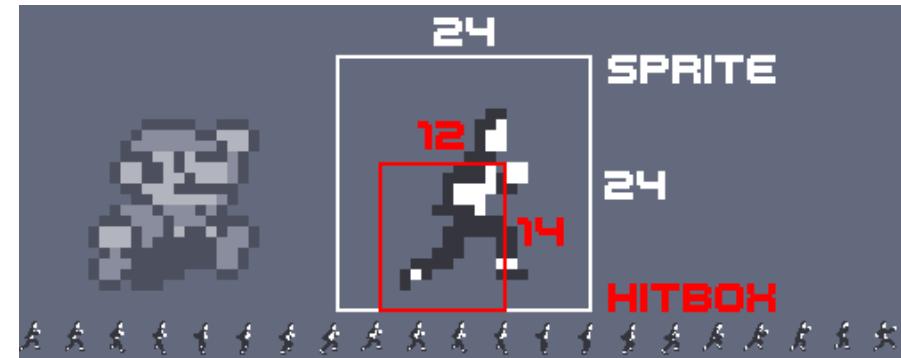
# HOST JUMP

# COYOTE TIME



How Dead Cells Secretly Stops You From Dying | Audio Logs

<https://youtu.be/LtBNffzWhf4>



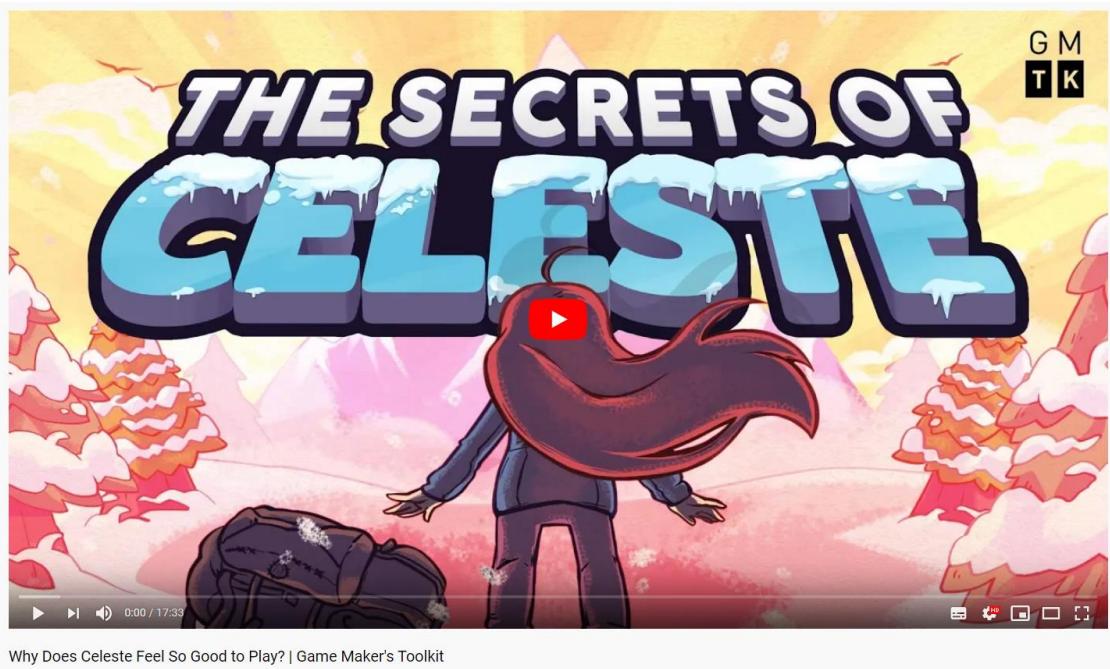
[https://www.gamasutra.com/blogs/AdamSaltsman/20100929/88155/Tuning\\_Canabalt.php](https://www.gamasutra.com/blogs/AdamSaltsman/20100929/88155/Tuning_Canabalt.php)





CUTTHED



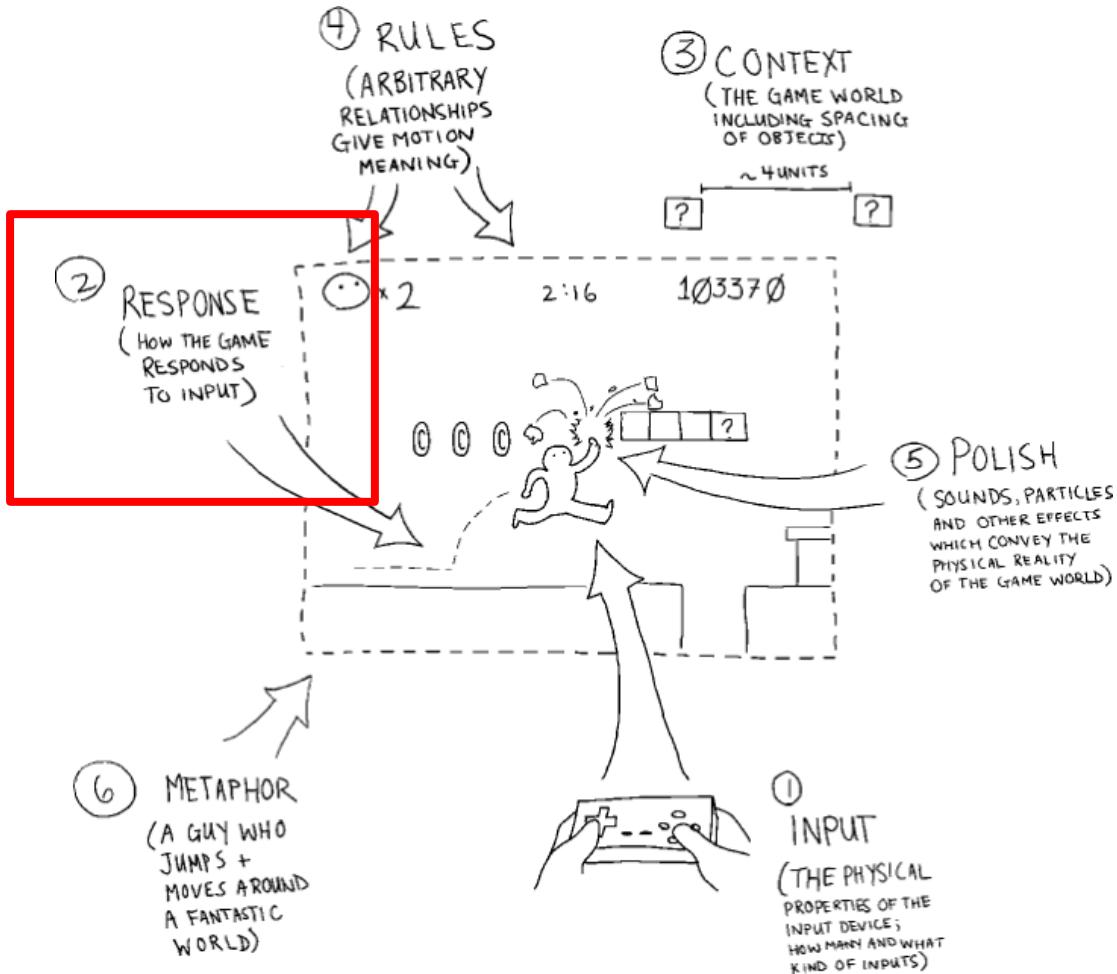


Why Does Celeste Feel So Good to Play? | Game Maker's Toolkit

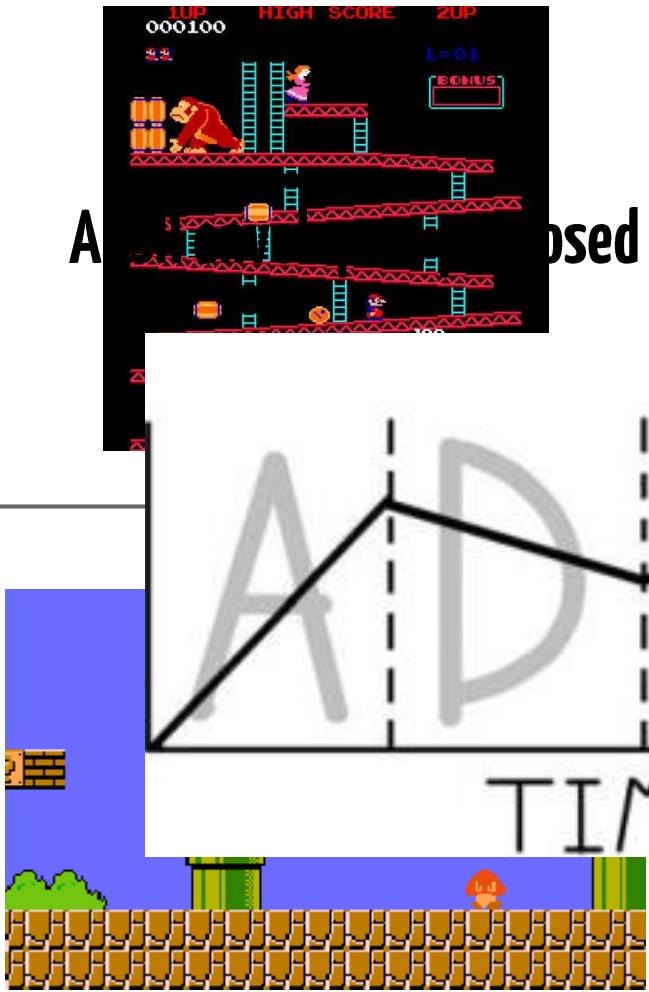
<https://youtu.be/yorTG9at9og>



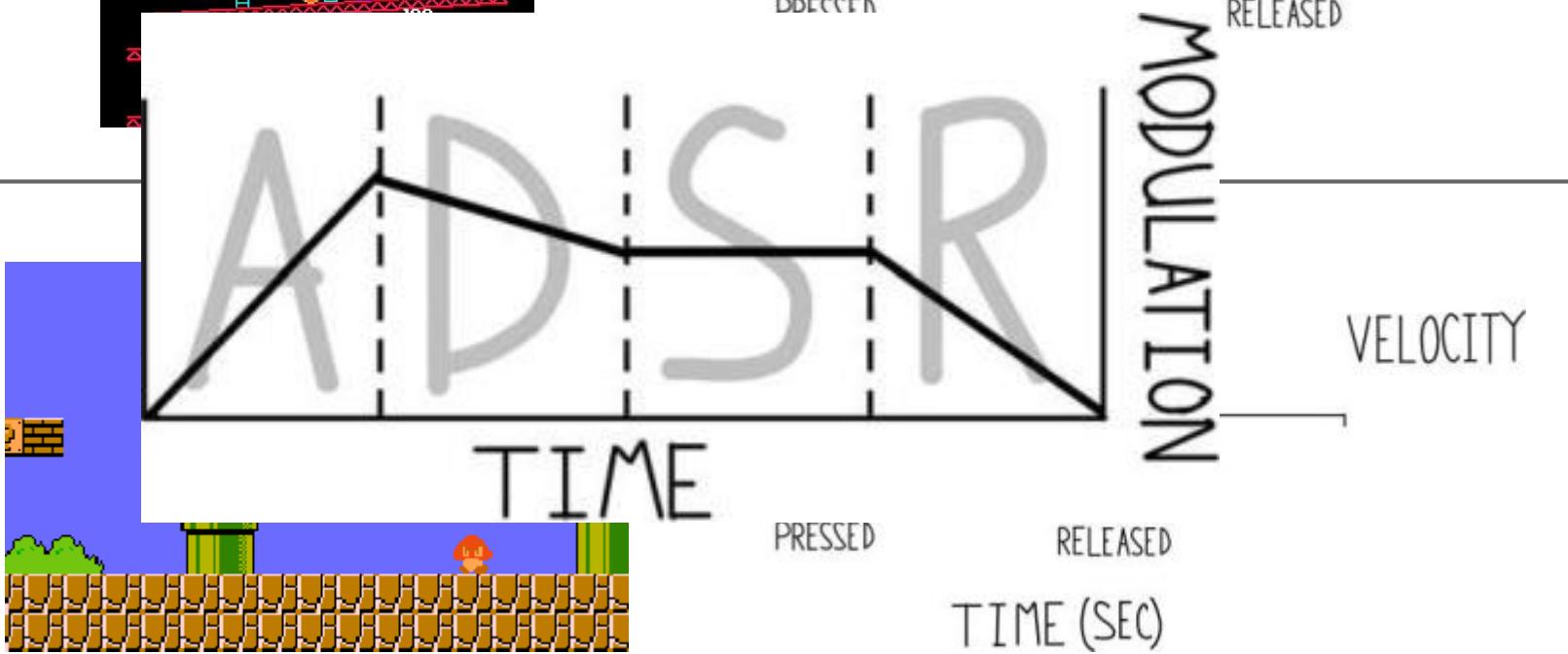
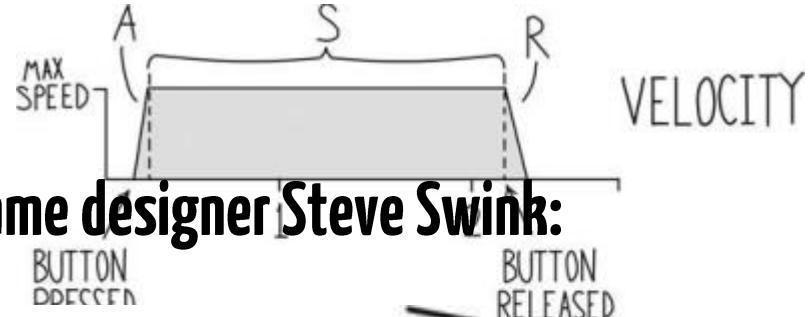
Player code:  
<https://github.com/NoelFB/Celeste>



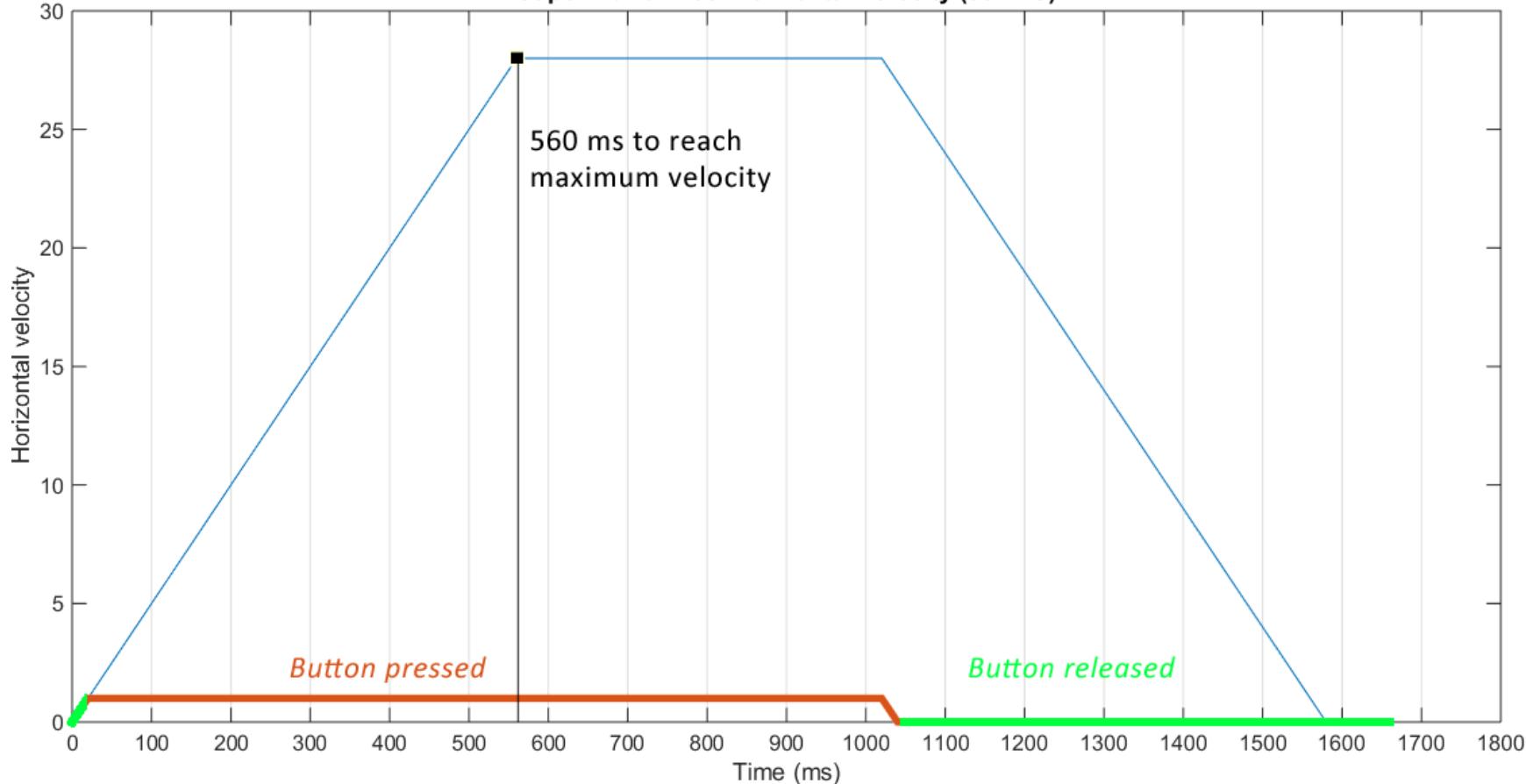


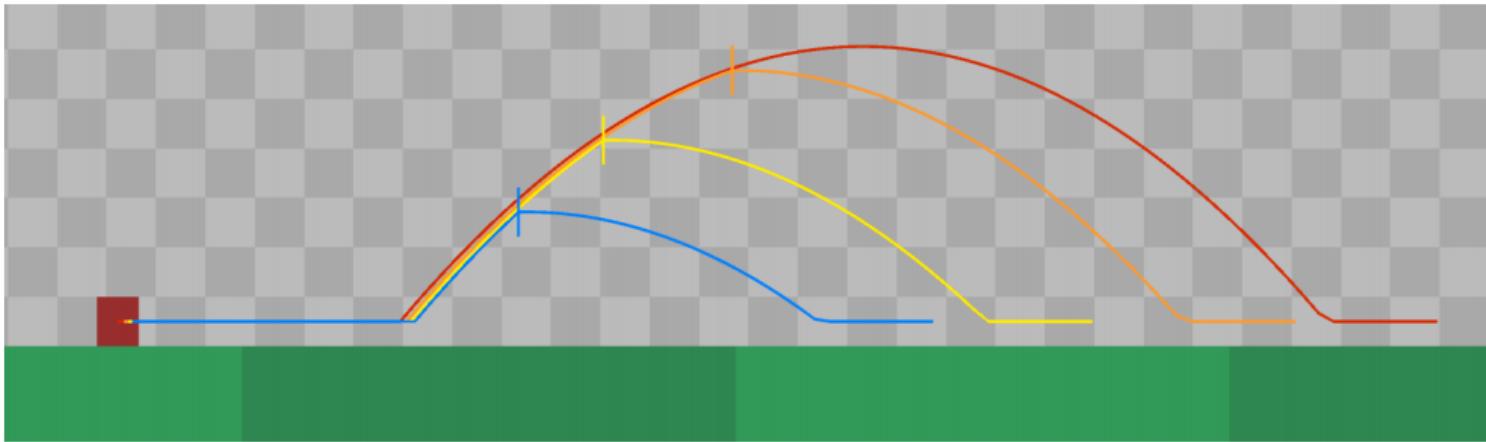


posed by game designer Steve Swink:

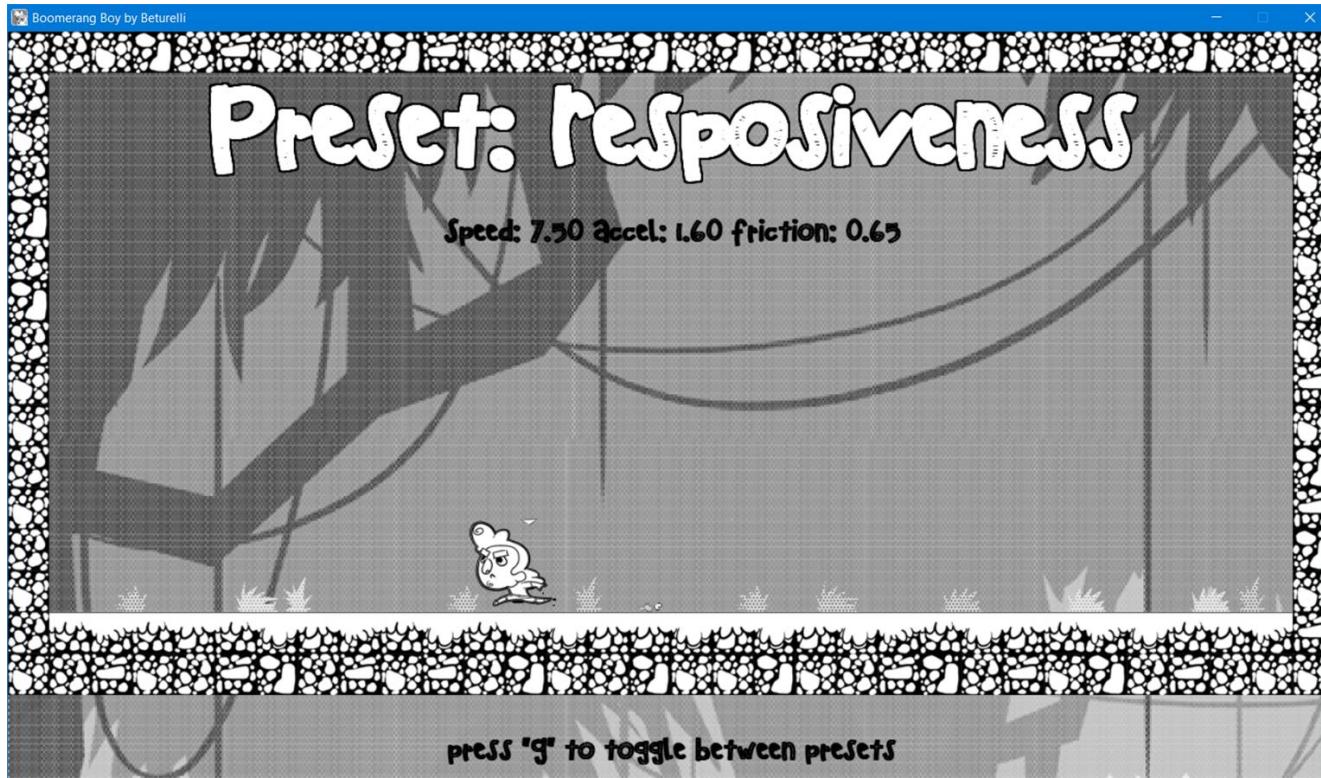


# Super Mario Bros. Horizontal Velocity (50 FPS)



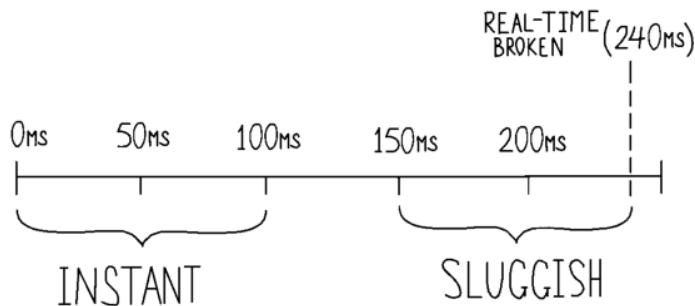


You Say Jump, I Say How High? (Martin Fasterholdt)  
<http://martinf.dk/jump> & <https://youtu.be/ZFQGODbGVPA>



Game Feel Tips III: More On Smooth Movement (Mark Venturelli)

<http://www.roguesail.com/153/>



## Acceleration & Deceleration

Fast: 1-240 ms

Slow: 241-1500 ms

(274 PLAYED THE GAME)

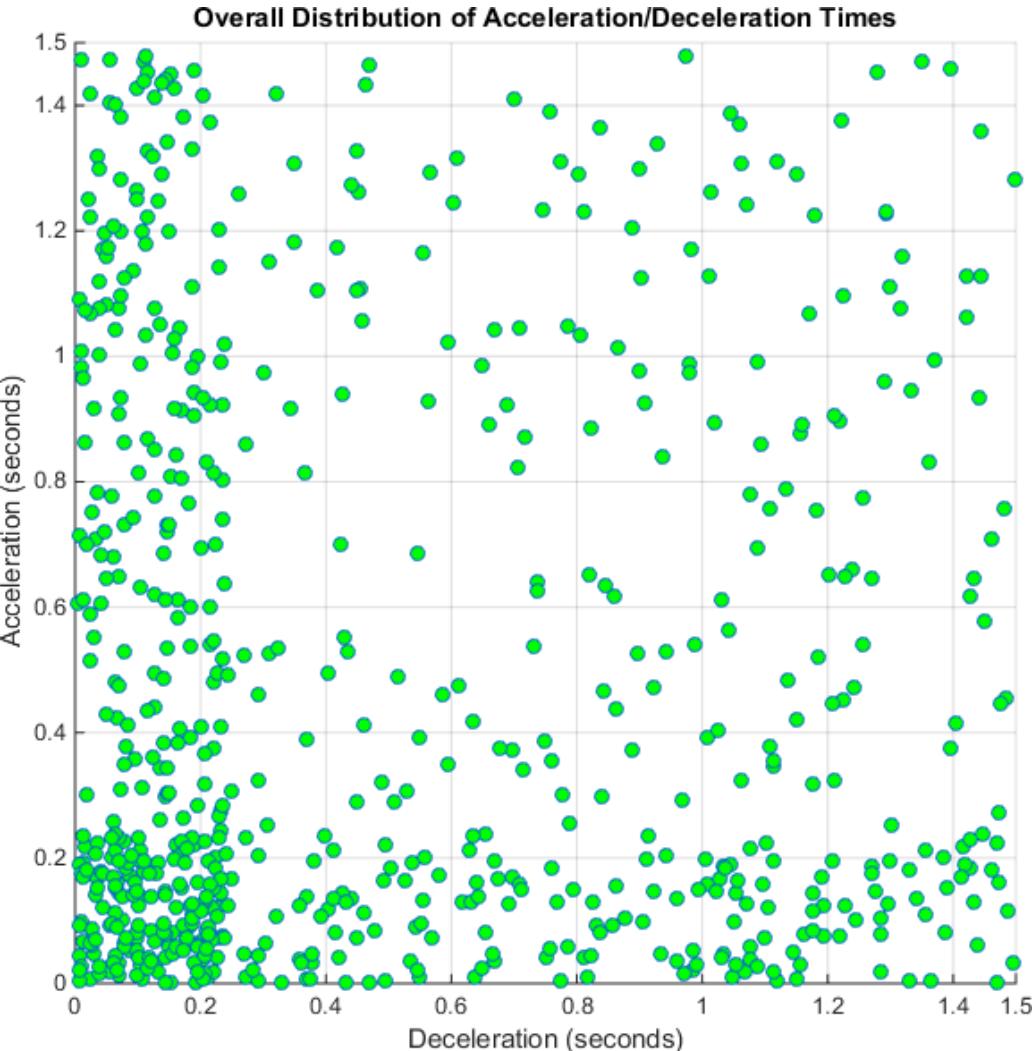
DESCRIBING GAME FEEL IN OWN WORDS:

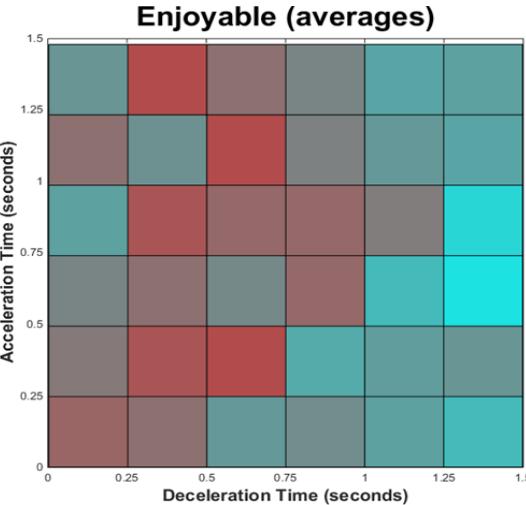
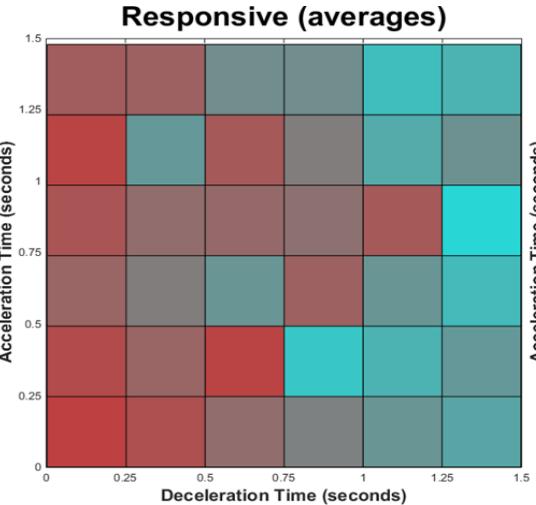
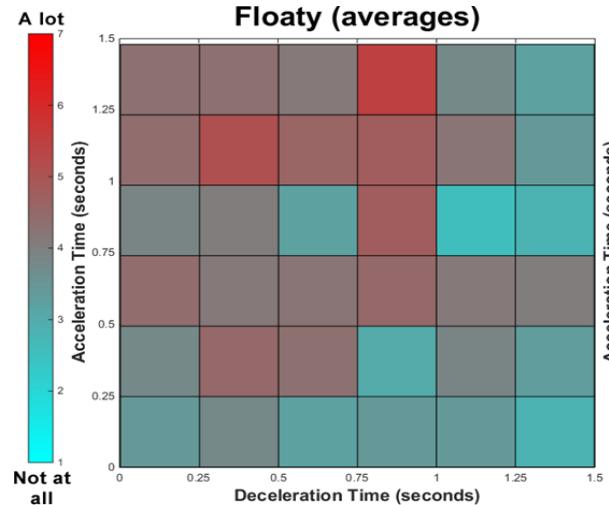
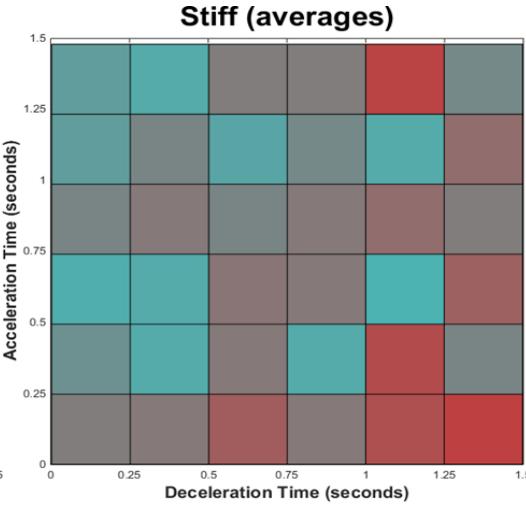
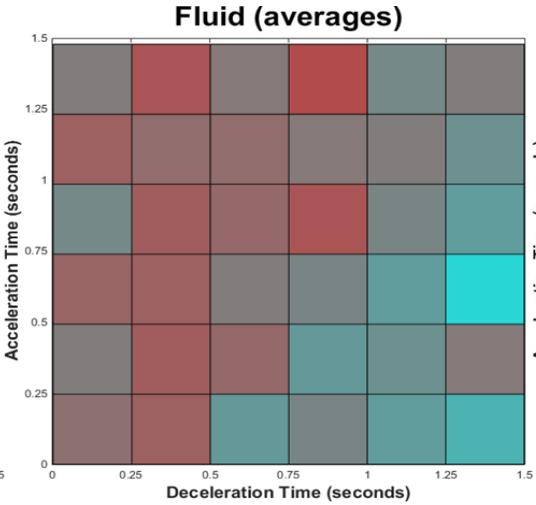
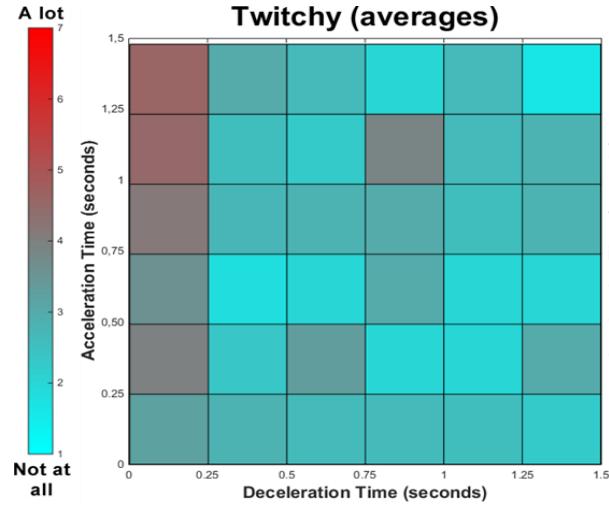
[ACCELERATION ; DECELERATION]  
(Fast - Slow)

- Very responsive, felt “right” [0.06 ; 0.03]
- Icy [0.07 ; 1.16]
- Annoying, no fine control, noticeable input delay [0.1 ; 0.18]
- Felt really good, and I liked that it didn’t stop completely when I stopped pushing the button [0.52 ; 0.26]
- It controls like a truck with square wheels [1.19 ; 0.07]
- Like Super Mario (which is good) [0.34 ; 0.14]
- Sticks like glue [1.47 ; 0.01]

# RATING THE GAME FEEL

- TWITCHY
- FLUID
- STIFF
- FLOATY
- RESPONSIVE
- DIFFICULT
- LIKED THE CONTROLS
- FRUSTRATED





# CONCLUSIONS

- Some are more **sensitive** to game feel than others
- Game feel depends on **context** (party game vs. competitive play)
- Not all agree on **responsiveness**
- **Input device** is important (D-pad vs. analog stick)
- Some distinguish between **responsiveness** and control scheme or **movement physics**
- If game levels are **built with game feel in mind**, it doesn't matter if game feels clunky
- Good game feel makes mechanics and controls become **transparent**
- Everybody finds game feel **important**, even if it's a loose term

# THANKS!



@Wikzo

GustavDahl.net/other/Game\_Feel\_2020.pdf

**Game Feel: A Game Designer's Guide to Virtual Sensation**

<http://www.amazon.com/Game-Feel-Designers-Sensation-Kaufmann/dp/0123743281>

Juice it or lose it <https://youtu.be/FyOaCDmgnxg>

The art of screenshake <https://youtu.be/AJdEqssNZ-U>

Secrets of Game Feel and Juice [https://youtu.be/216\\_5nu4aV0](https://youtu.be/216_5nu4aV0)

Game feel - Game Loading - Rise of the indies <https://youtu.be/ttm8RdKsvVc>

In Praise Of Sticky Friction <http://kotaku.com/5558166/in-praise-of-sticky-friction>

Measuring Responsiveness in Video Games

<http://cowboyprogramming.com/2008/05/30/measuring-responsiveness-in-video-games/>

Tuning Canabalt

[http://www.gamasutra.com/blogs/AdamSaltsman/20100929/88155/Tuning\\_Canabalt.php](http://www.gamasutra.com/blogs/AdamSaltsman/20100929/88155/Tuning_Canabalt.php)

**Game Feel Tips I: The Ghost Jump**

[http://gamasutra.com/blogs/MarkVenturelli/20140810/223001/Game\\_Feel\\_Tips\\_I\\_The\\_Ghost\\_Jump.php](http://gamasutra.com/blogs/MarkVenturelli/20140810/223001/Game_Feel_Tips_I_The_Ghost_Jump.php)

Platformer controls: how to avoid limpness and rigidity feelings

[http://www.gamasutra.com/blogs/YoannPignole/20140103/207987/Platformer\\_controls\\_how\\_to\\_avoid\\_limpness\\_and\\_rigidityFeelings.php](http://www.gamasutra.com/blogs/YoannPignole/20140103/207987/Platformer_controls_how_to_avoid_limpness_and_rigidityFeelings.php)

Model of Super Meat Boy's Physics

<http://mpolney.galineer.com/smb.html>

Why some games feel better than others

<http://derekdaniels.com/blog/2013/2/23/game-feel-part-2>

You Say Jump, I Say How High?

<http://martinf.dk/jump/> & <https://youtu.be/ZFQGODbGVPA>

The Mechanics of Movement | Game Maker's Toolkit

<https://youtu.be/IQRr3pXxsGo>