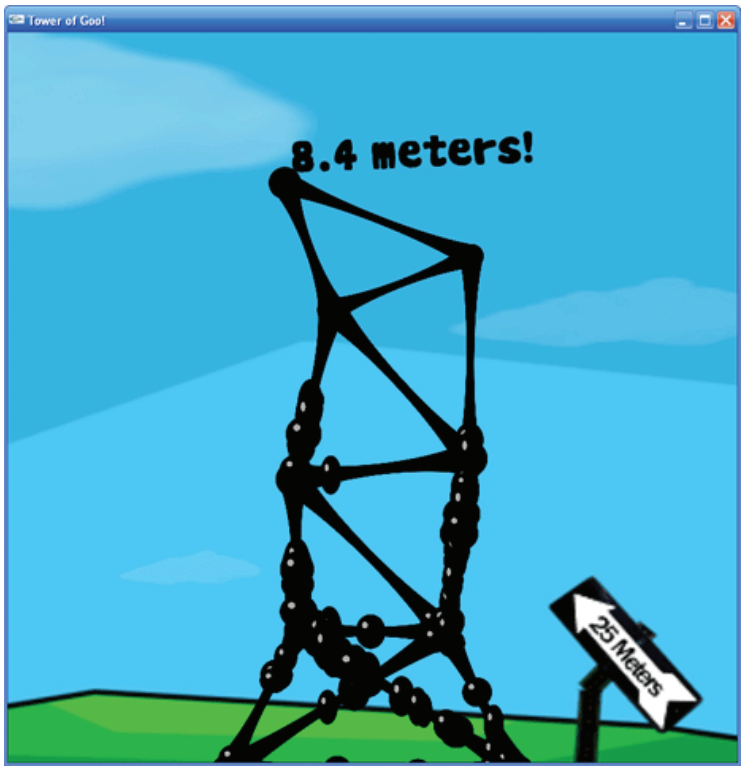
GAME FEEL

Origens do Game Feel

“Todos os jogos eletrônicos
são interfaces que dispensam
sensações virtuais
para quem os controla”

Experimental Gameplay Workshop - Carnegie Melon ETC



Tower of Goo

Juice it or Lose It

Game Feel - Steve Swink

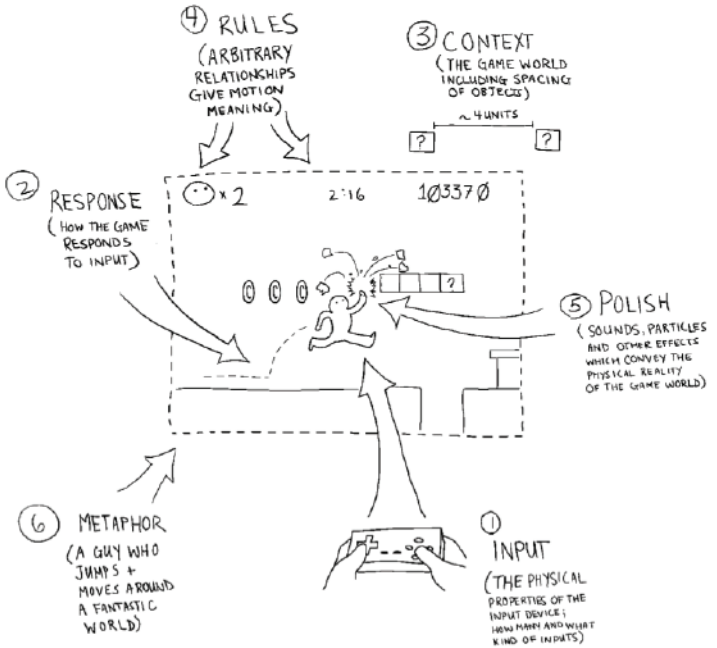


FIGURE **5.2** **The six most important elements of game feel to measure are input, response, context, rules, polish and metaphor.**

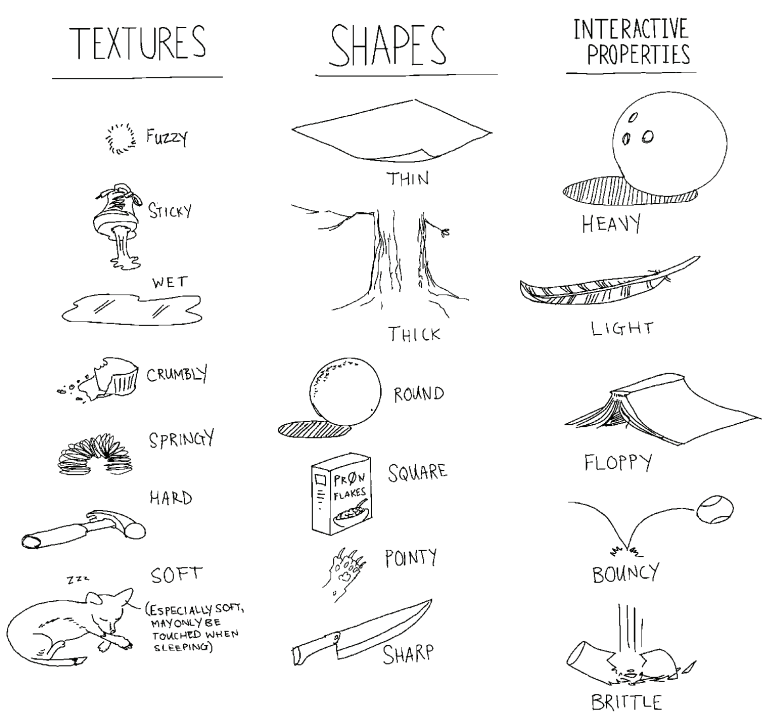
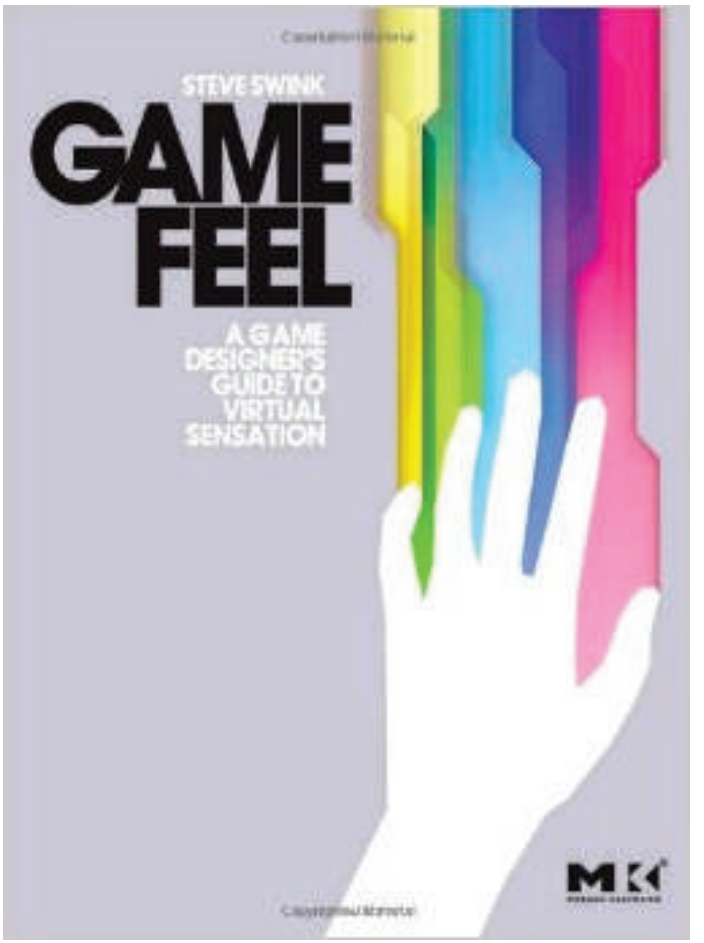


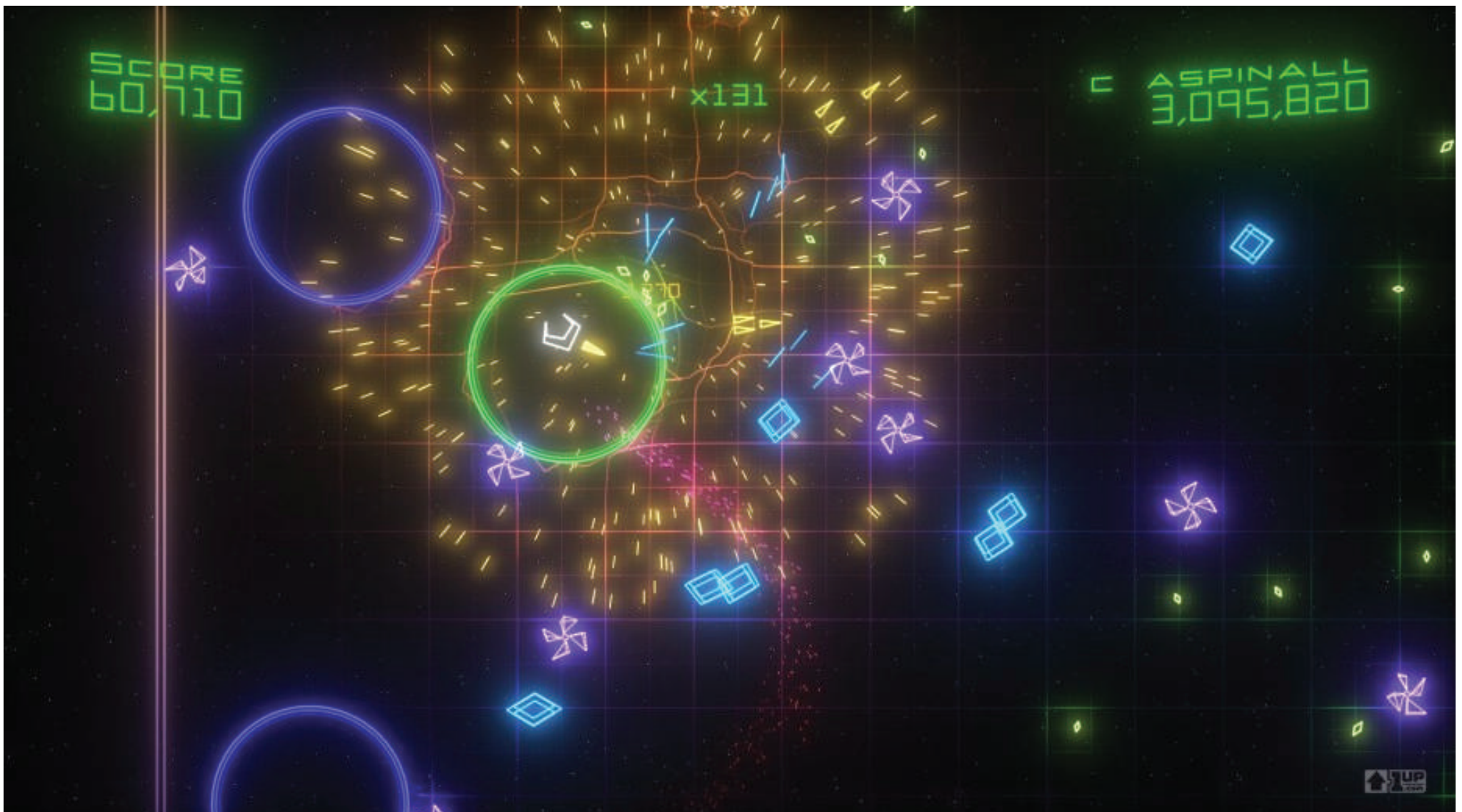
FIGURE **9.1** **The feel of some everyday things.**



Elementos Básicos

Efeitos de Reação

Partículas



Geometry Wars 2

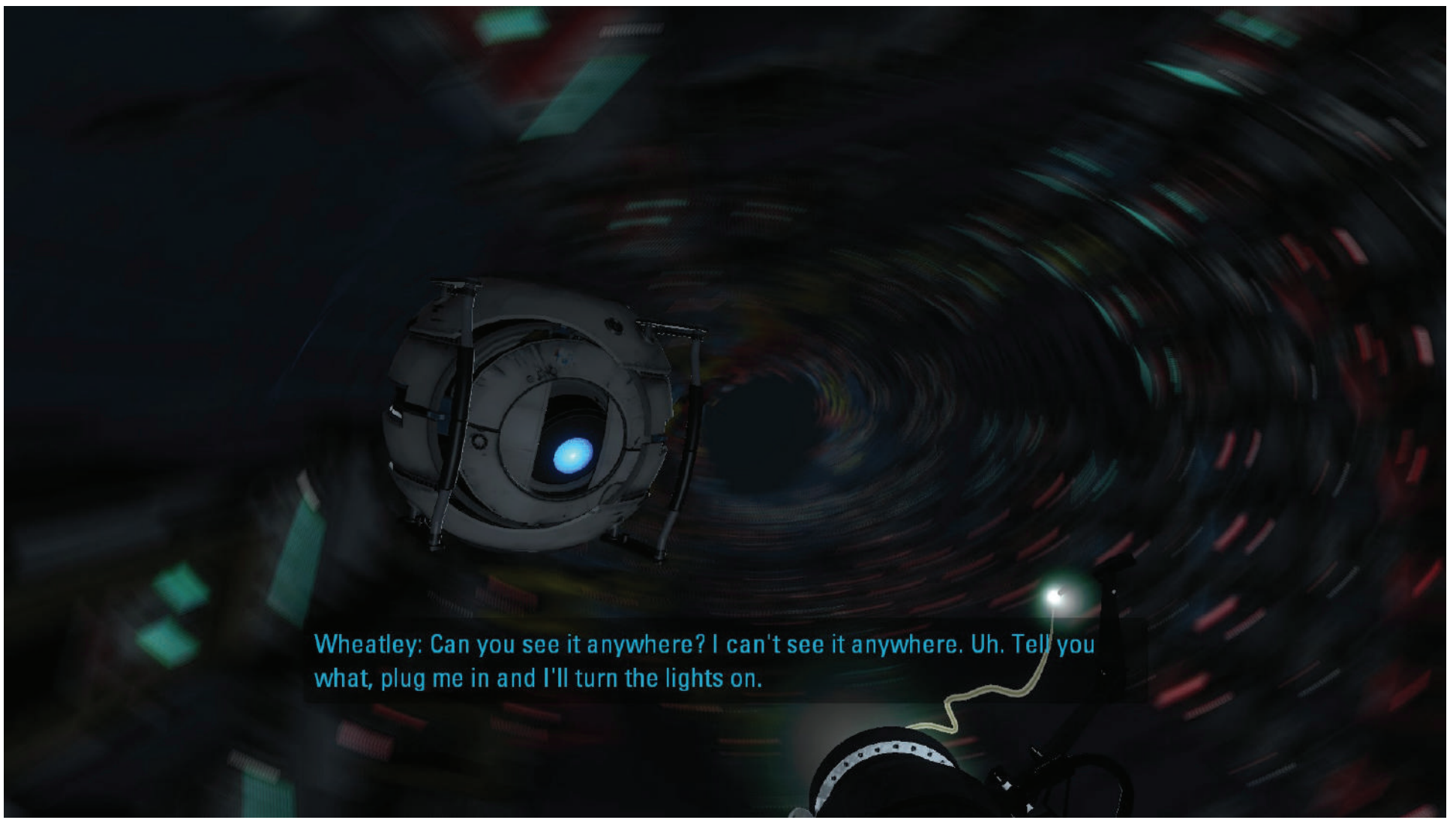
Efeitos de Reação

Animações

Metal Slug 4

Efeitos Cinemáticos

Distorções Visuais



Motion Blur - Portal 2

Efeitos Cinemáticos

Distorções Visuais

Refração - Dust, An Elysian Tail

Efeitos Cinemáticos

Sleep / Freezeframe

The Legend of Zelda - Skyward Sword

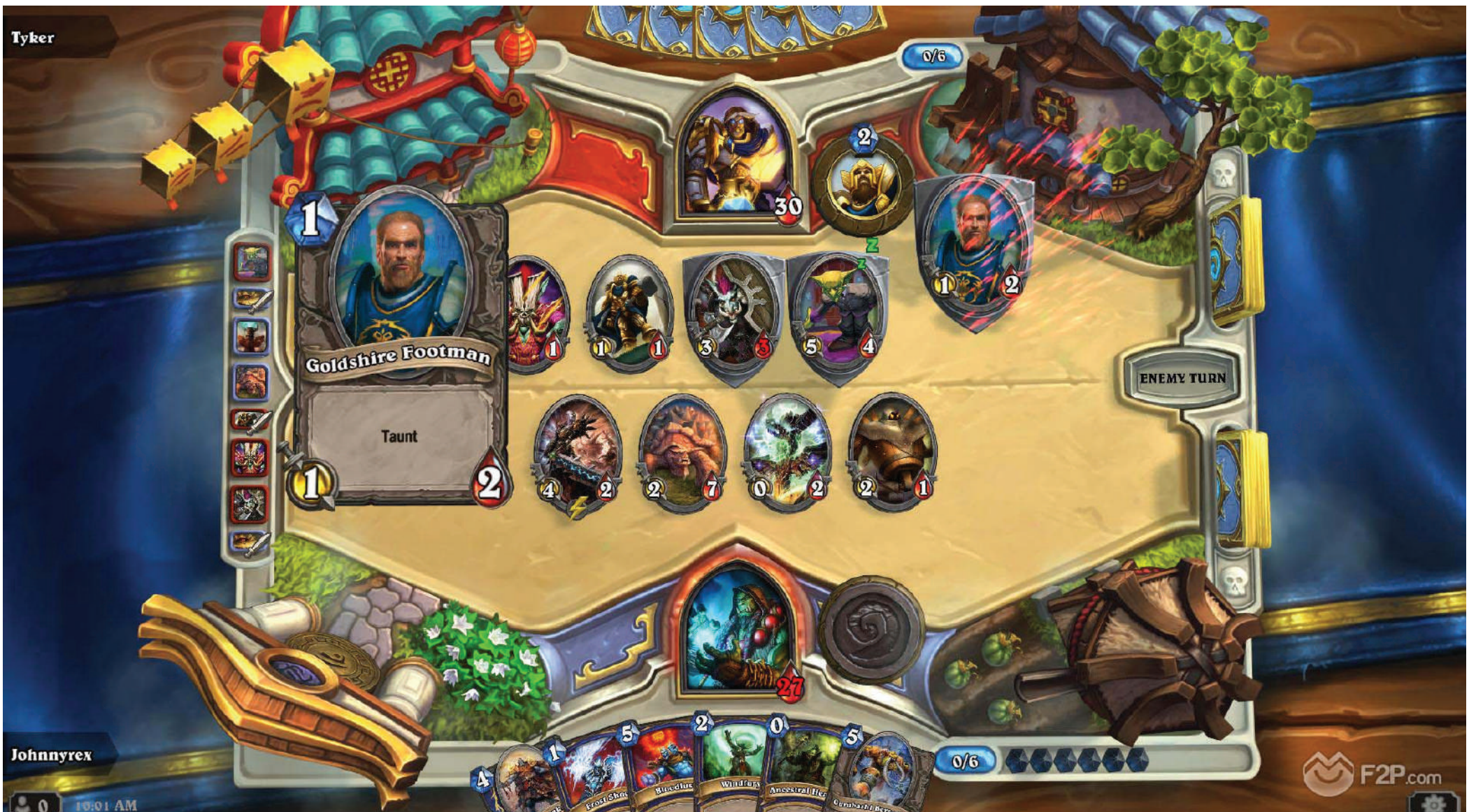
Efeitos Cinemáticos

Dilatação de Tempo

Max Payne

Efeitos de Movimentação

Tweening



Hearthstone

Efeitos Sonoros

Escolha de Efeitos

Super Mario World

Efeitos Sonoros

Rising Pitch

Peggle

Controle

Input Direto

Combinações de Inputs

Street Fighter 2

Charge/Hold

Megaman X

“Button Mashing”

Mario Party 2

Contexto

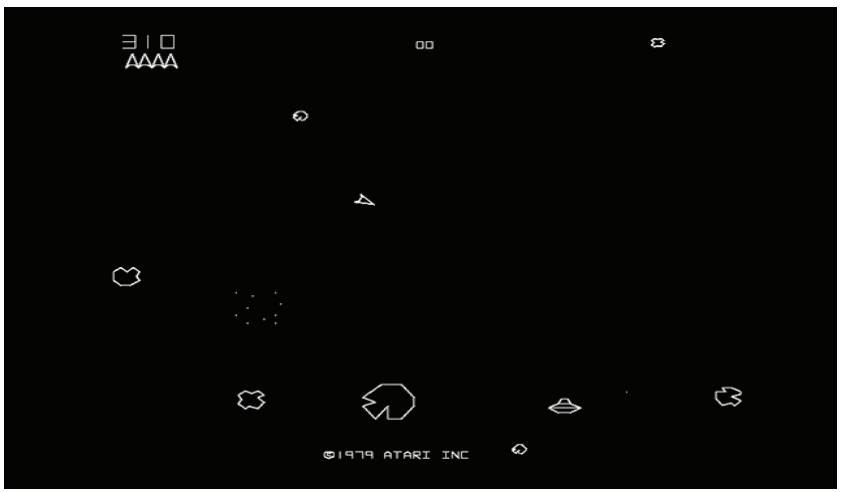
Diablo 2

Intepretação de Input

Friçcão e Momento

Sonic The Hedgehog

Inércia



Asteroids

Leveza e “Snap”

Doom

Peso e “Crunch”

Gears of War

Contexto

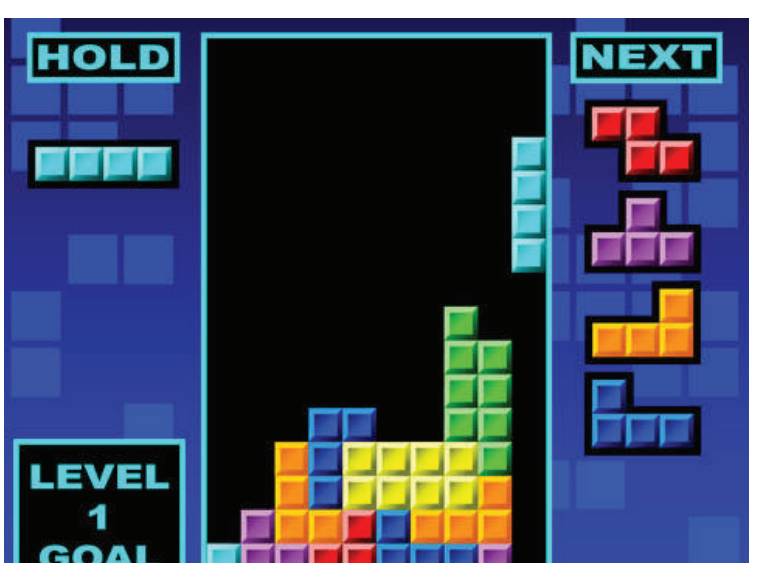
Restrição

Super Meat Boy

Oportunidade

Tony Hawk Pro Skater

Dinamismo



Tetris

Claustrofobia

Resident Evil

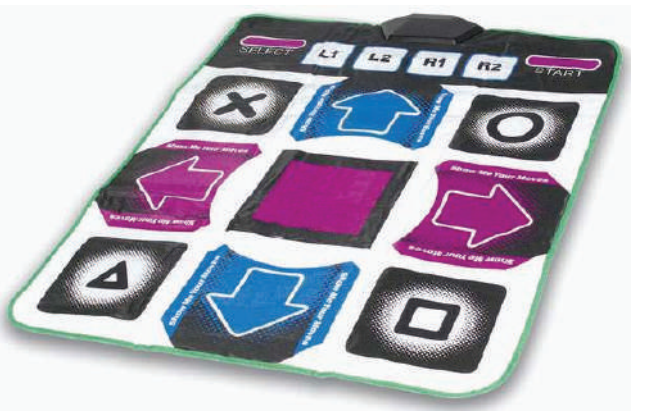
Métodos de Controle

Controles Alternativos

Wiimote

Paddle

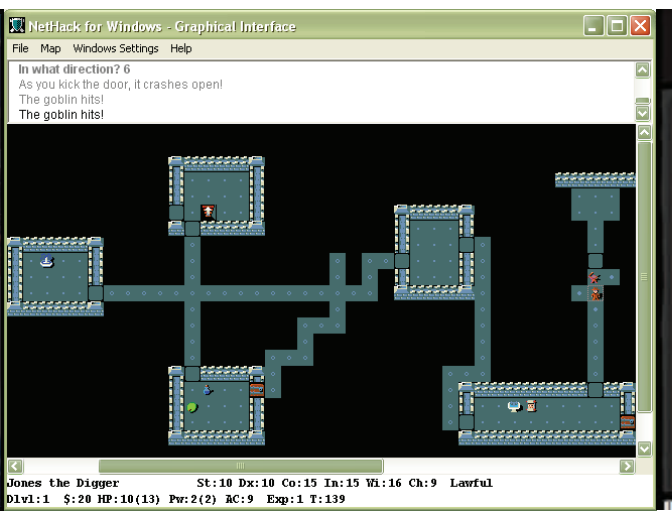
Trackball



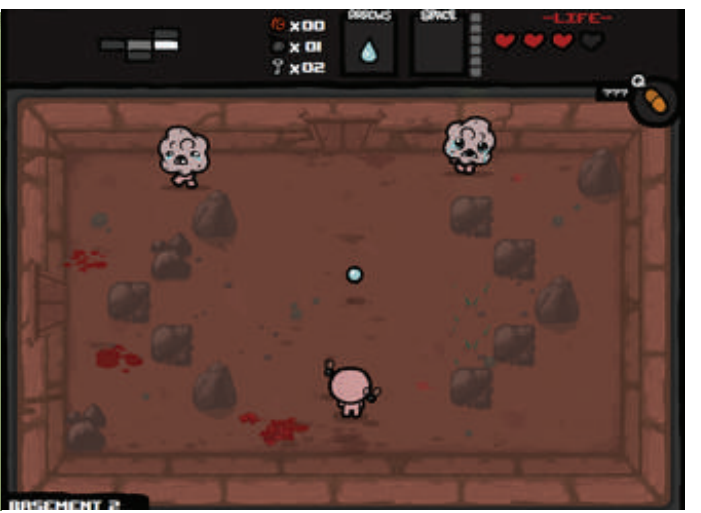
Dance Mat

Inputs Alternativos em Controles Tradicionais

Katamari Damacy



Nethack

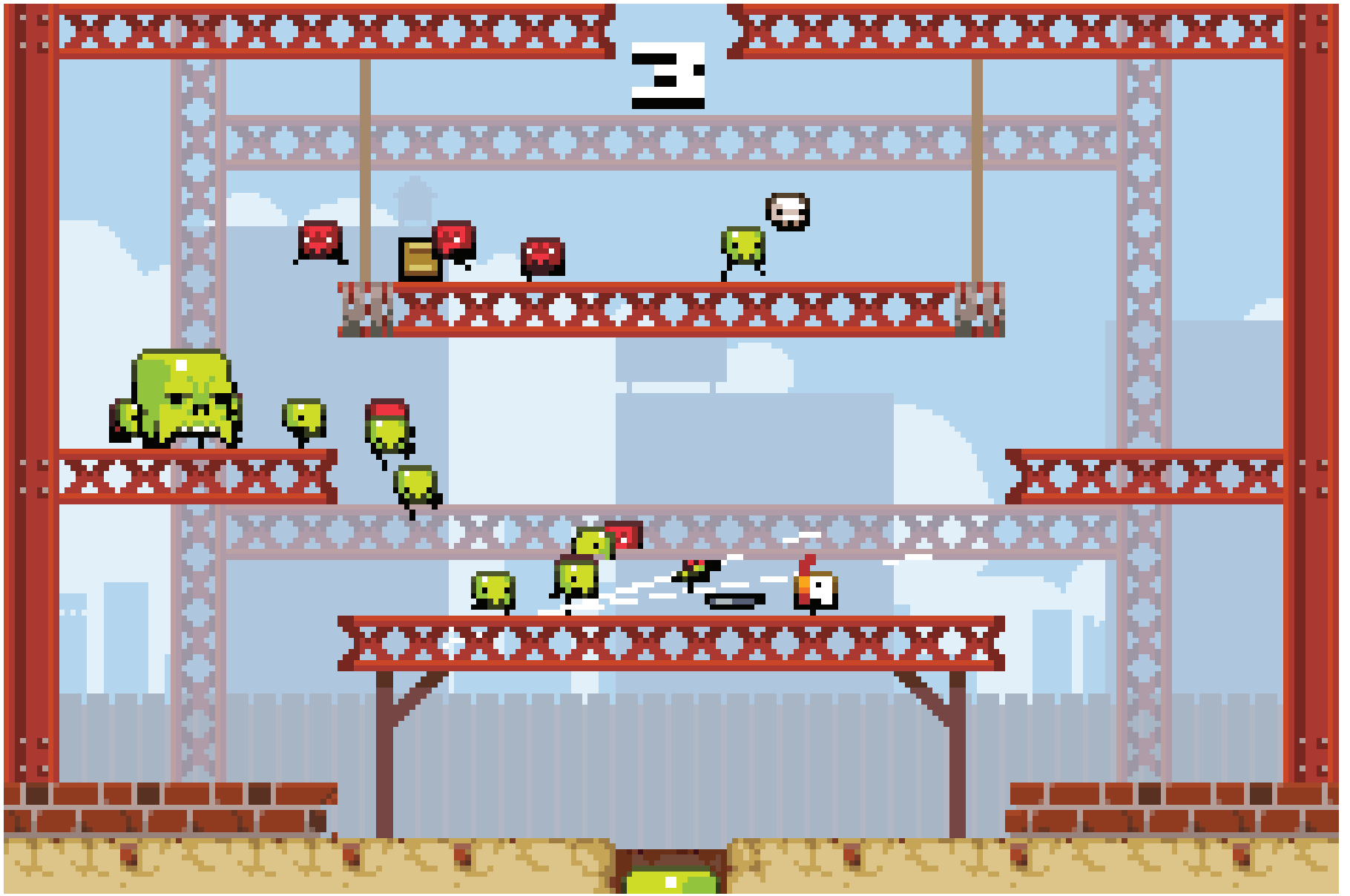


The Binding of Isaac

Câmera

Efeitos de Câmera

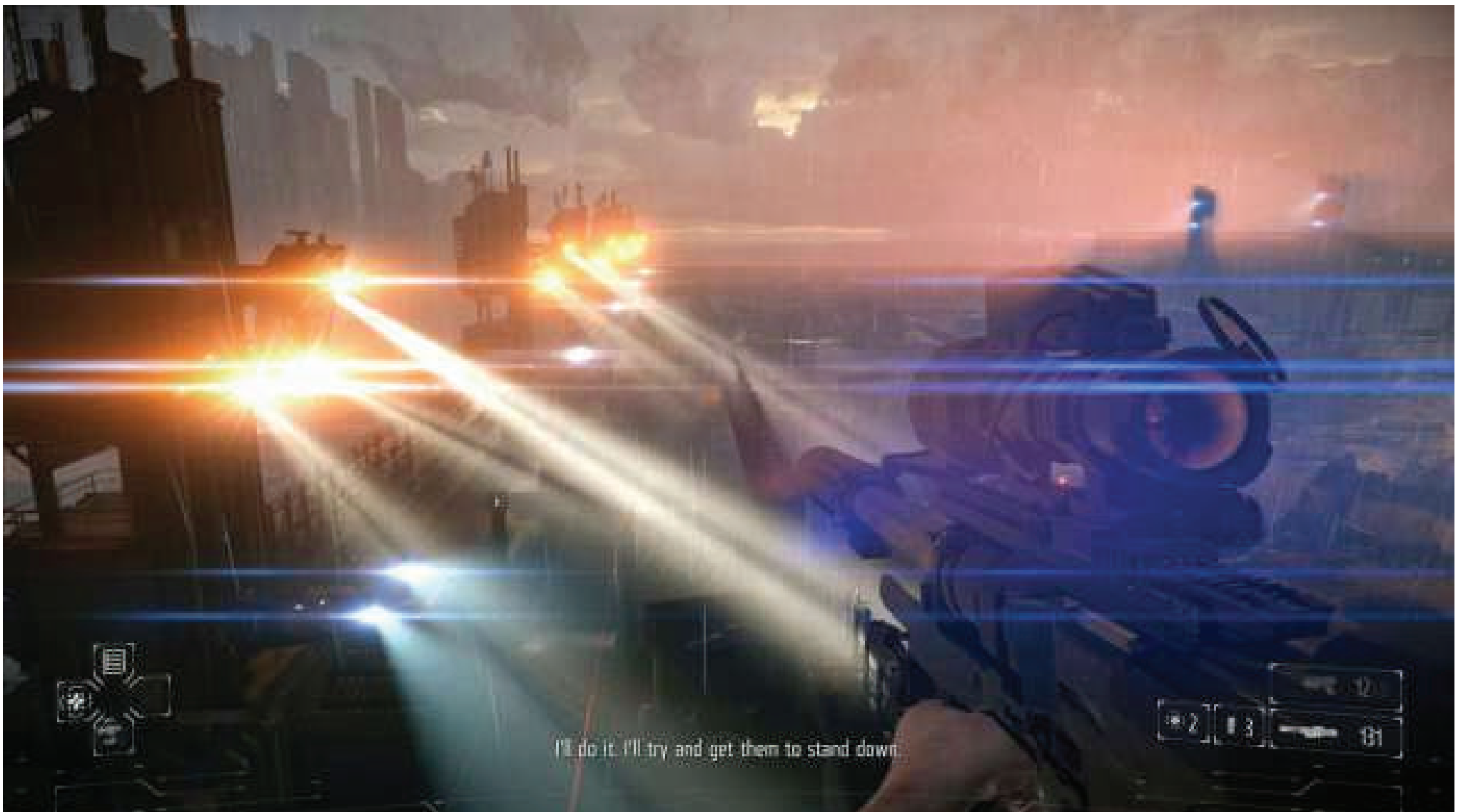
Screenshake



Super Crate Box

Efeitos de Câmera

Efeitos de Lente



Killzone: Shadow Fall

Posicionamento e Movimento

Ângulo Dramático

Final Fantasy 7

Posicionamento e Movimento

Dinamismo

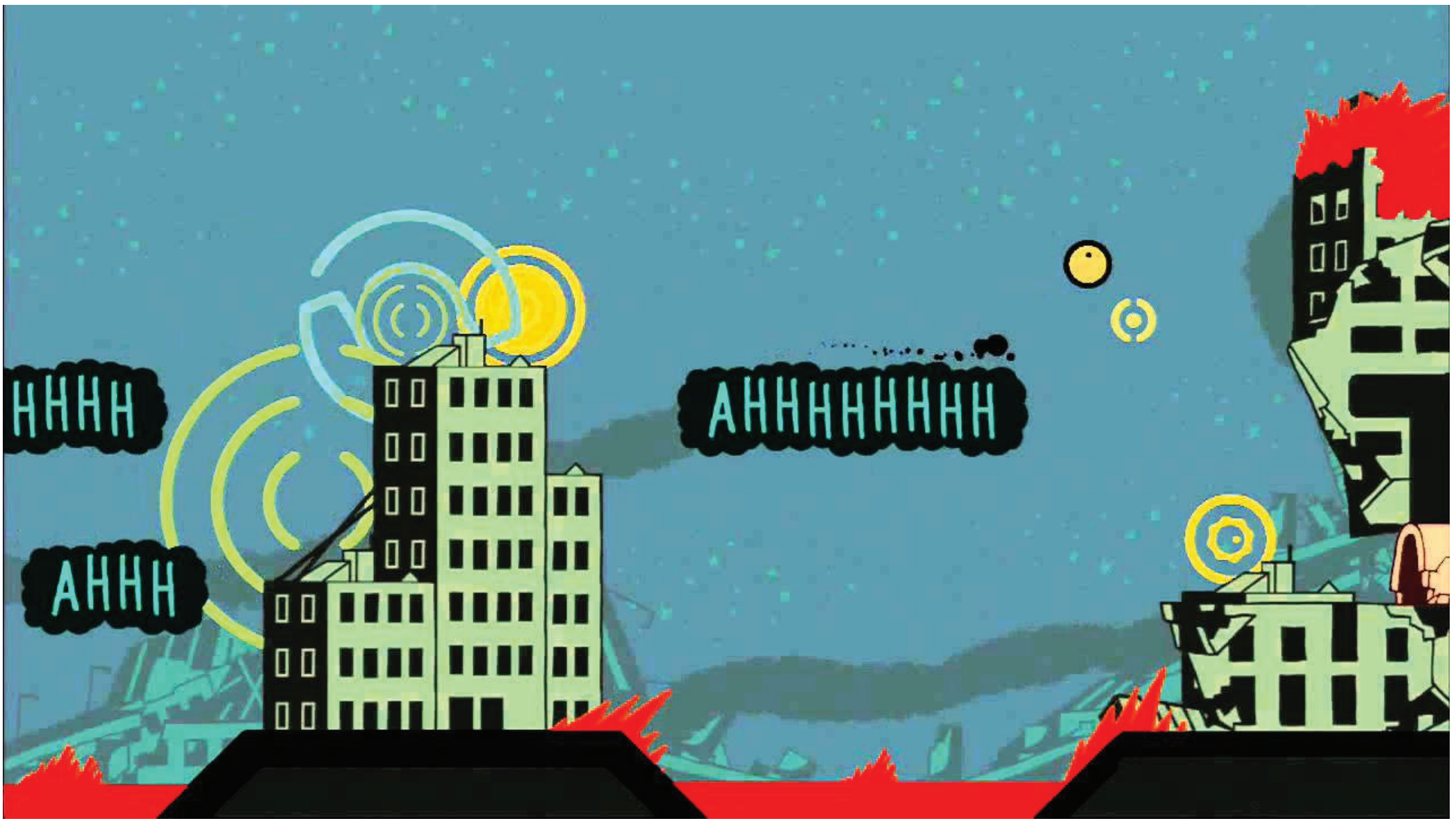
Ico

Polimento

Animação

Cuphead

Música



Sound Shapes

Contexto Narrativo

God of War

Mecânicas

Tensão vs. Soltura

“Power Up”

Pac-Man

“Yomi”

Street Fighter 4

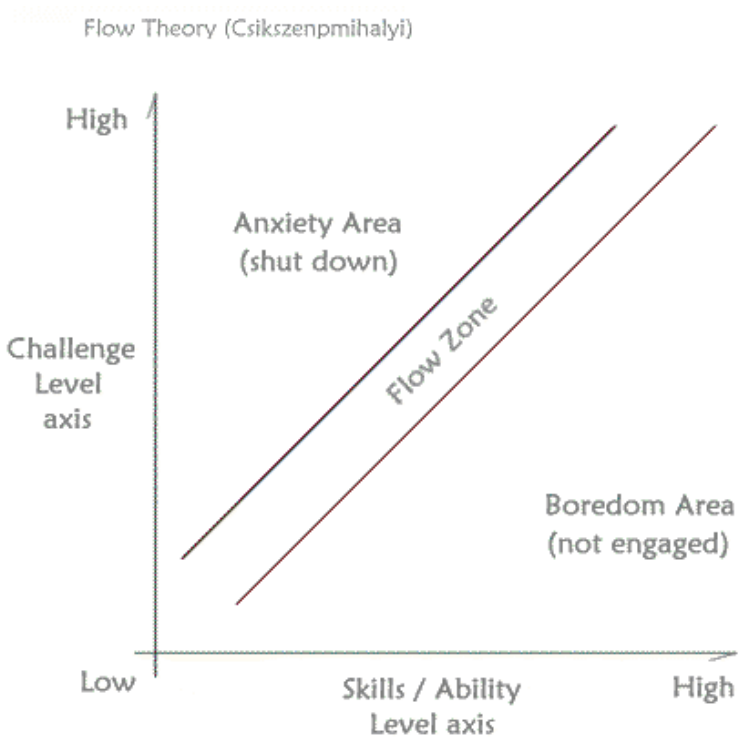
Risco/Recompensa

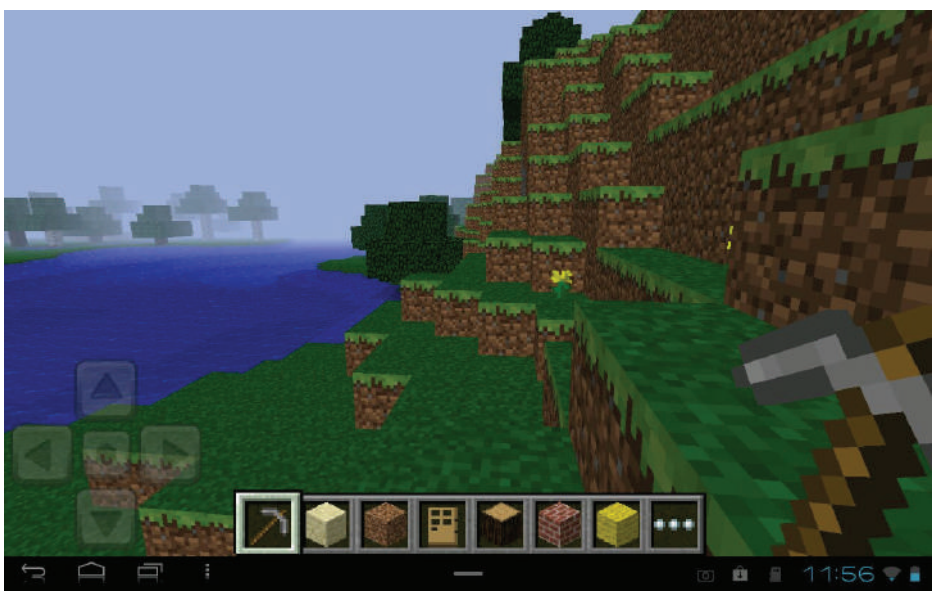
Jamestown

“Cleanup”

Bejeweled

Flow vs. Fiero





Minecraft

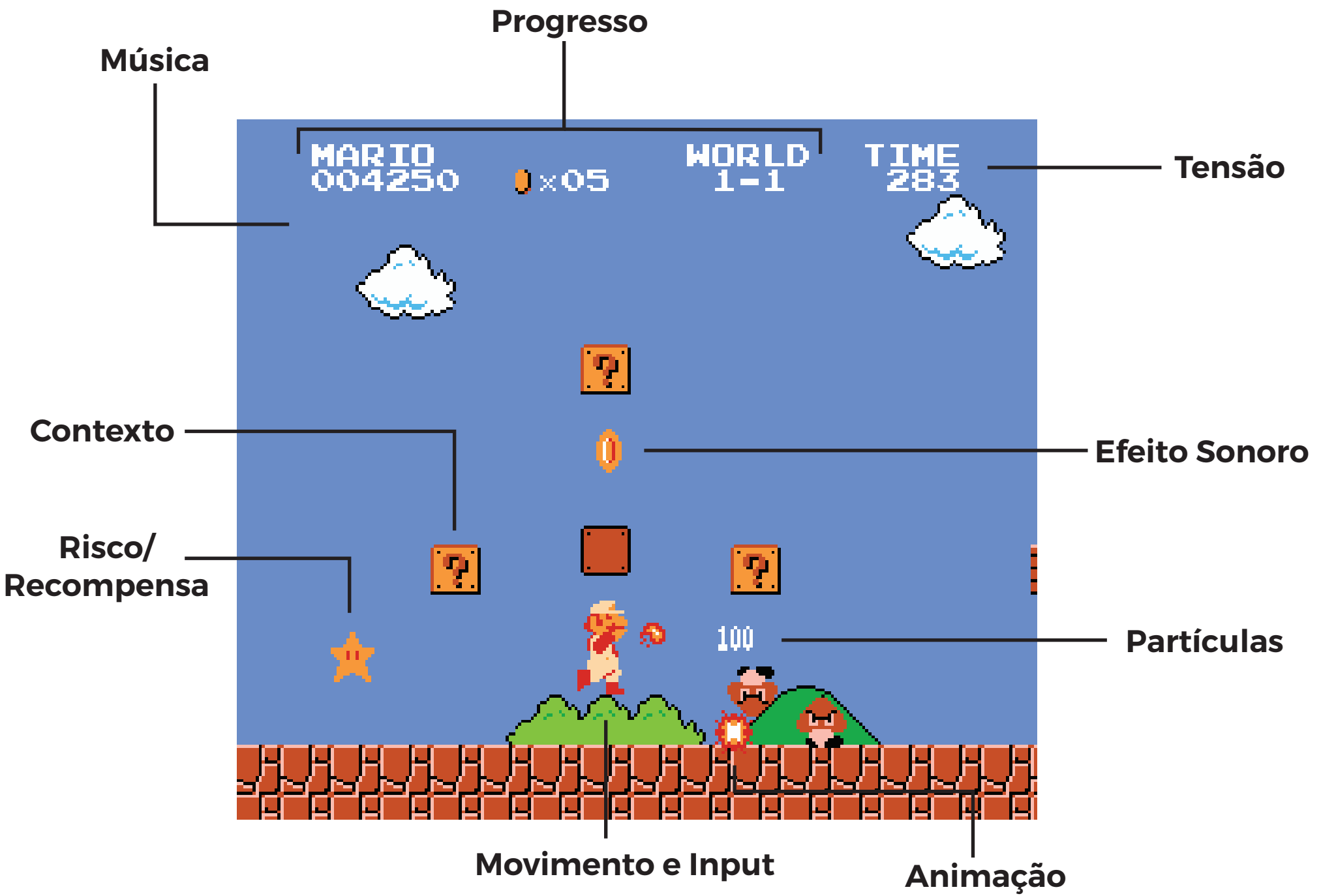
Dark Souls

Progresso vs. Aprendizado

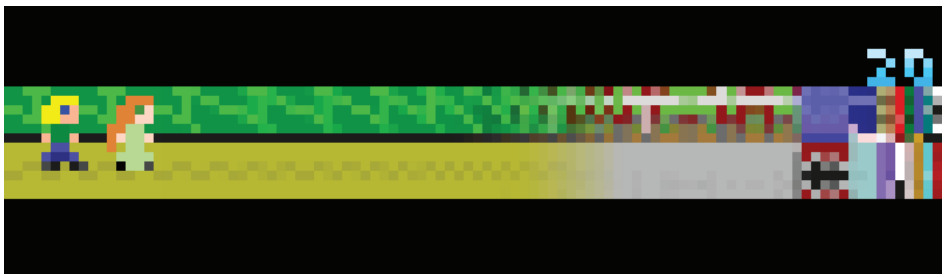
Clicker Heroes

Overwatch

Identidade Tátil

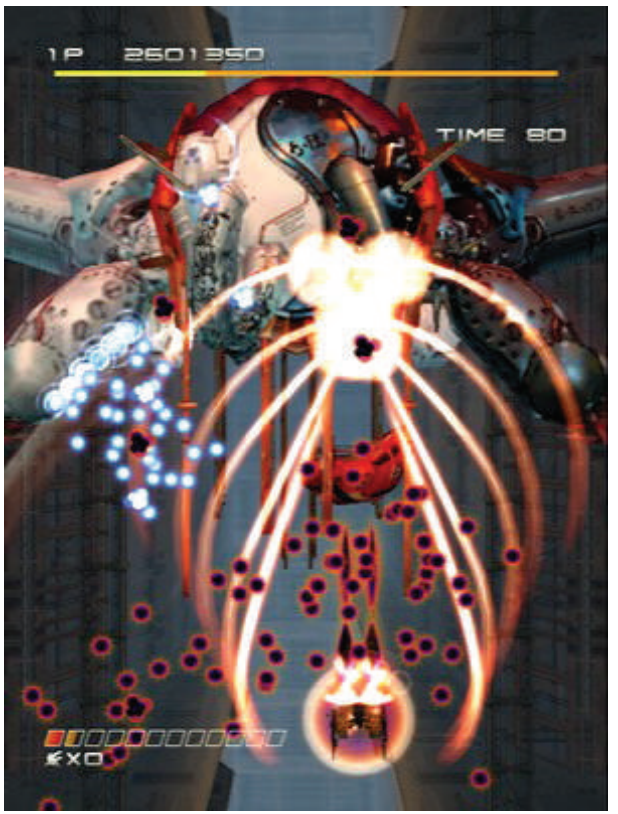

Progresso
Música
MARIO
004250
×05
WORLD
1-1
TIME
283
Tensão
Contexto
Efeito Sonoro
Risco/
Recompensa
100
Partículas
Movimento e Input
Animação

Sentido através da sensação

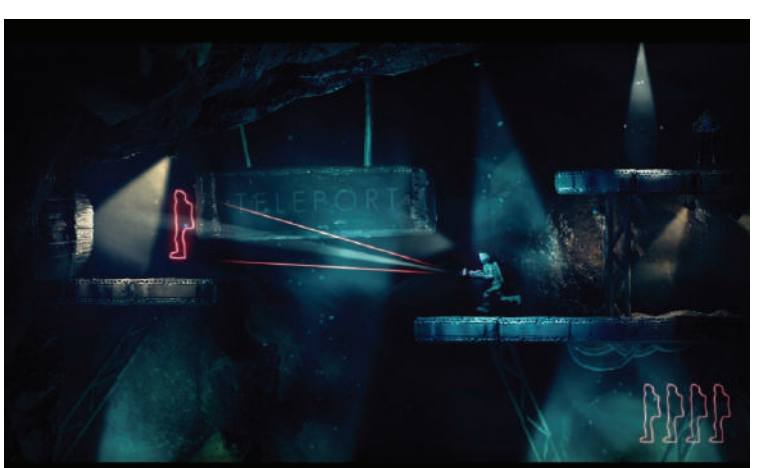


Passage

Brothers - A Tale of Two Sons

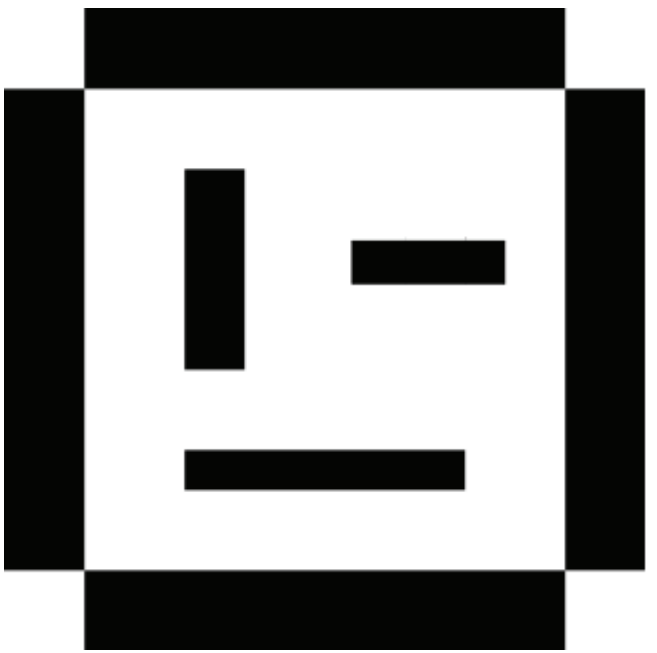


Ikaruga



The Swapper

Kentucky Route Zero



helpleo001@gmail.com