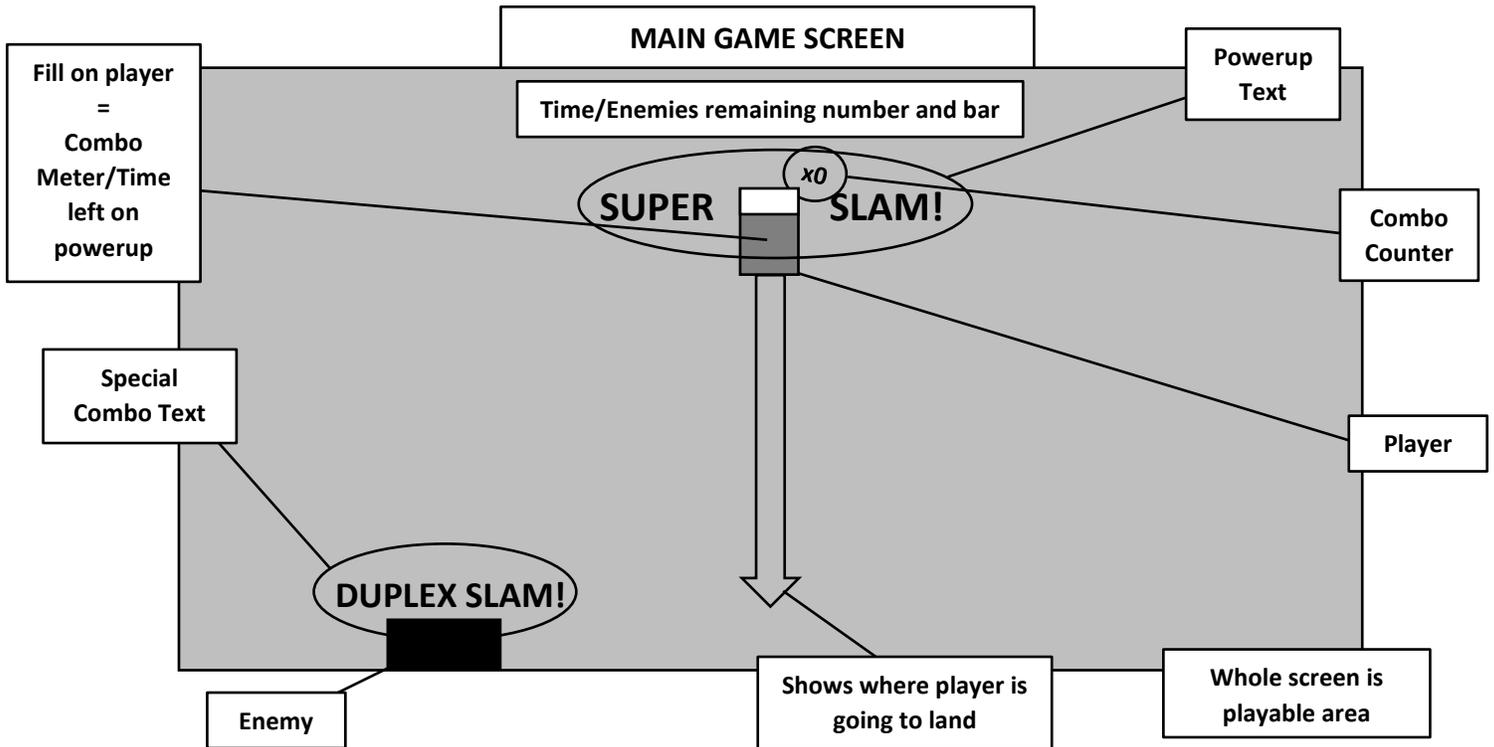
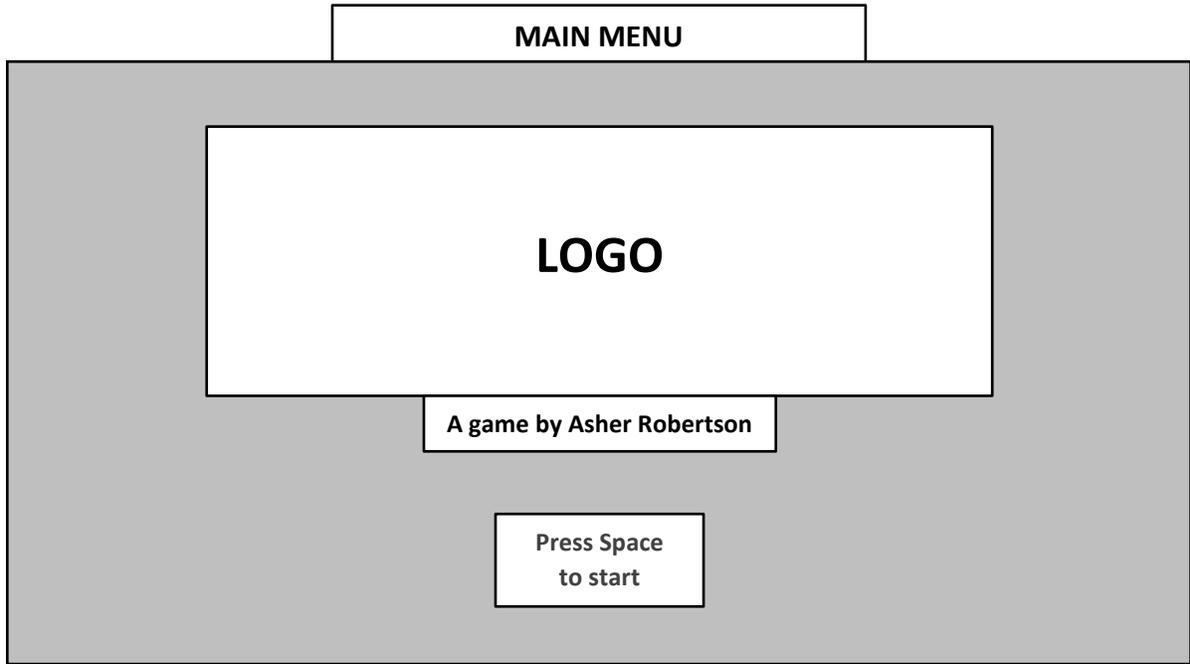
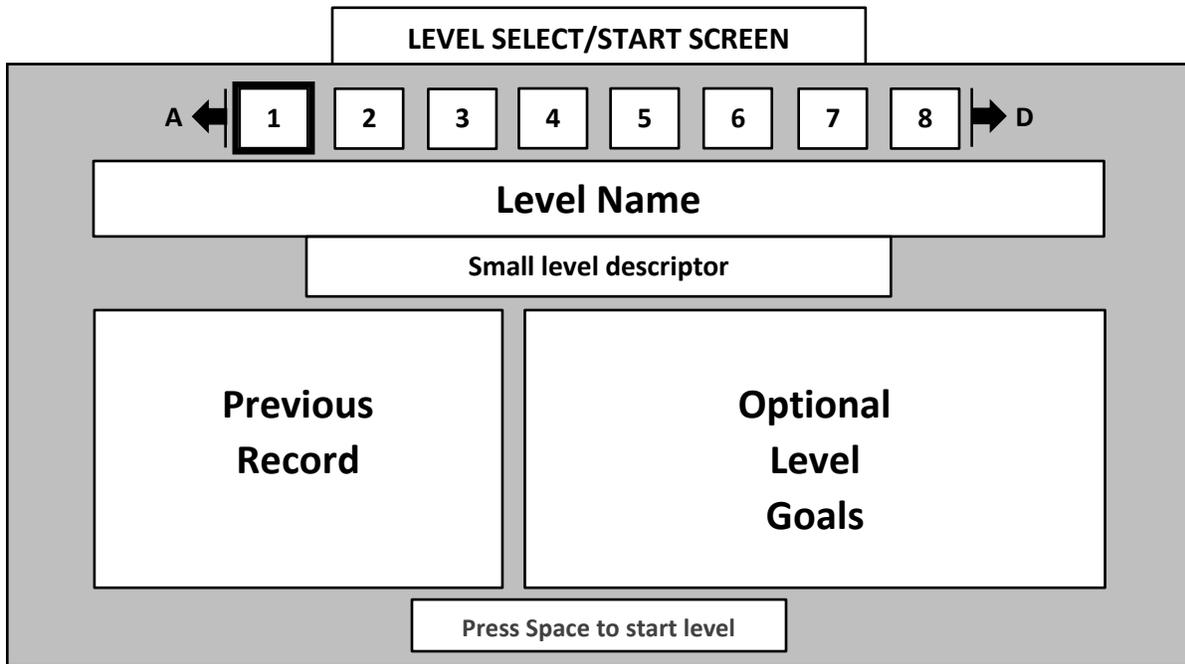
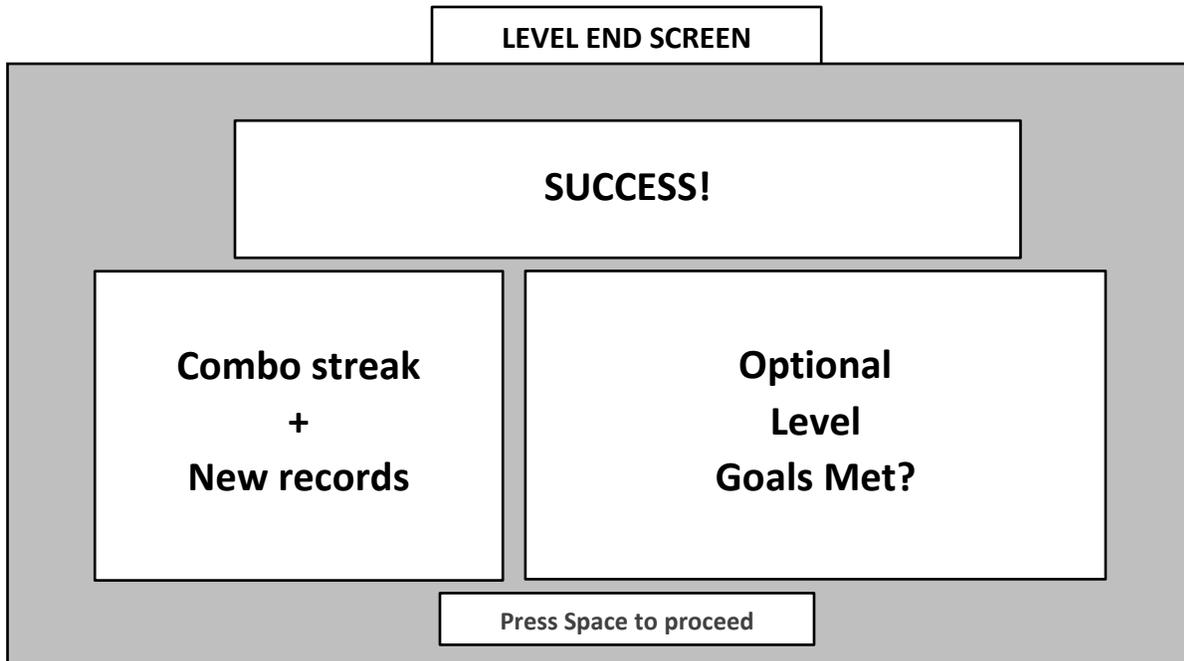


LAB 4 - UI WIREFRAMES & FEEDBACK FOR SLAM van DAMME





↑
Swap between these two screens throughout the game
↓



SKILL ATOMS & ACTIVE FEEDBACK

MOVING LEFT/RIGHT

Action: Player presses the A/Left Arrow or D/Right Arrow keys.

Simulation: The player moves left or right.

Feedback:

Signal: The character starts to move in the direction of the pushed key.

Update: If the button is held, the player continues to move that direction as they fall.

Resolve: When the button is released, the player slows a bit, but continues in said direction.

SLAM

Action: Pressing Spacebar.

Simulation: Player's character speeds downward (toward ground/enemy).

Feedback:

Signal: Character pops up and stretches.

Update: Character barrels downward and squishes together.

Resolve: Character connects with enemy/ground, either bouncing back up or dying.

DAMAGING AN ENEMY

Action: Player slams and hits an enemy.

Simulation: Enemy takes damage, player gains +1 to combo meter/counter.

Feedback:

Signal: Enemy squishes inward and becomes stunned, limiting movement.

Update: Enemy loses 1 HP and some of its color; Player gains color and +1 to their combo meter.

Resolve: Enemy gains shape and speed back.

KILLING AN ENEMY

Action: Player takes out all health of an enemy.

Simulation: Enemy dies.

Feedback:

Signal: Enemy squishes, loses all color and HP.

Update: Enemy blows up into particles and disappears; Particles shower down to the ground.

Resolve: Particles dissipate.

EARNING/USING TIME SLOW

Action: Player reaches a LOW combo threshold by hitting enemies.

Simulation: The player earns the time slow powerup, slowing all objects for a limited time.

Feedback:

Signal: Player hits combo threshold and fills up with color. The color explodes off the player and TIME SLOW text appears on the screen.

Update: Both the player and enemies are slowed while a timer counts down.

Resolve: Timer blinks as it reaches zero. Once it does, everything returns to normal.

EARNING SUPER SLAM

Action: Player reaches a HIGH combo threshold by hitting enemies.

Simulation: The player earns the super slam powerup.

Feedback:

Signal: Player hits combo threshold and fills up with color. The color explodes off the player and SUPER SLAM text appears on the screen.

Update: The player is moved to the top of the screen and given a short amount of time to use their super slam.

Resolve: They can move left and right across the screen to target an enemy. An arrow appears below them to help with their accuracy.

USING SUPER SLAM

Action: Player holds the space bar to charge up attack.

Simulation: The player uses the Super Slam attack, allowing them to instantly kill any enemy.

Feedback:

Signal: When the player holds the space bar, a circular meter begins to fill up.

Update: They hold down the slam button and charge up their attack. On release, they fly downwards, releasing a massive amount of camera shake and particle effects.

Resolve: The enemy that was hit dies instantly and any enemies surrounding it are thrown into the air. The player returns to their normal movement.

HITTING TWO ENEMIES AT ONCE

Action: Player slams two enemies at the same time.

Simulation: The player lines up two enemies and is able to hit them at the same time, damaging or killing two at once.

Feedback:

Signal: Player strikes two enemies at once, taking health from or killing both.

Update: Text appears where the enemies were hit – “DUPLEX SLAM!”

Resolve: Text fades and the player earns double slam combo.

HITTING THREE ENEMIES AT ONCE

Action: Player slams three enemies at the same time.

Simulation: The player lines up three enemies and is able to hit them at the same time, damaging or killing three at once.

Feedback:

Signal: Player strikes three enemies at once, taking health from or killing all three.

Update: Text appears where the enemies were hit – “TRICHOTOMOUS SLAM!”

Resolve: Text fades and the player earns triple slam combo.

KILLING AN ESCAPING ENEMY

Action: Player kills an enemy on the border of the screen

Simulation: The player stops an enemy from escaping by taking them out at the last second.

Feedback:

Signal: Player takes out enemy who is partially off screen.

Update: Text appears where the enemy was hit – “CLOSE ONE!”

Resolve: Text fades.

PLAYER DEATH

Action: Player hits the ground before objective is complete.

Simulation: The player dies and the level restarts.

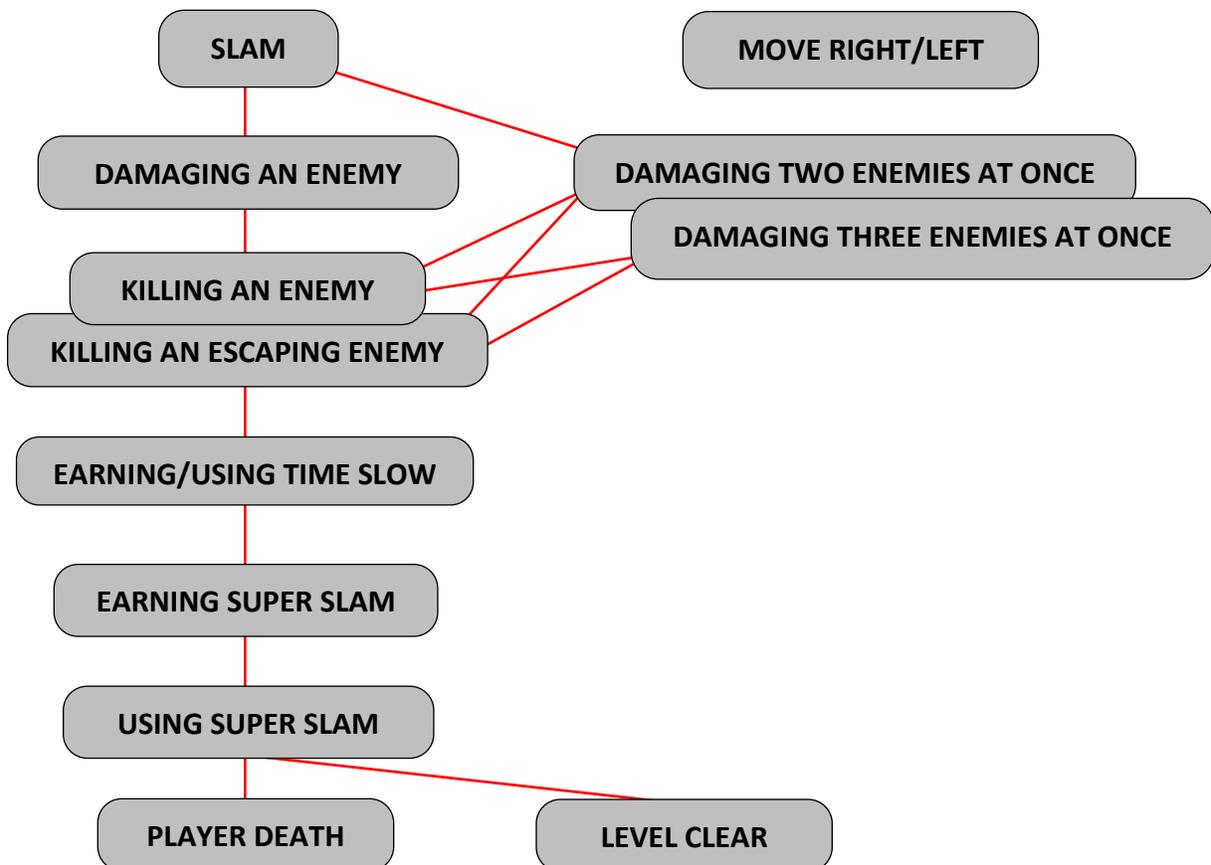
Feedback:

Signal: Player hits the ground, which is bright red for danger.

Update: Everything freezes and text appears telling the player they failed the objective.

Resolve: The player can either restart the level right away or return to the menu.

SKILL CHAINS



FEEDBACK TYPE SPECIFICATION

For this project, I am trying my best to stick to simple yet effective feedback, both for the sake of the player and myself. I don't want stuff that gets in the way while also not diving too deep into things I am unfamiliar with. The following list of feedback types are absolutely necessary for each skill atom to be well-implemented:

- I) Particles (Unity particle system)
- II) Basic sprite animations (using the Unity Animator)
- III) Changing multiple variables of text elements including color and size (Custom scripts)
- IV) Screen shake (Custom script)
- V) More Screen shake
- VI) Circular meter (Custom script)
- VII) Move speed changes (Custom script (already implemented))
- VIII) More particles

I am fairly well-versed in particle systems in Unity, and I like to make them, so those aren't a worry. Basic sprite animations using the Unity Animator is not something I have done before. This will take longer to do than particles since I will be learning as I go, but I don't think it will be too difficult. Custom scripts for text, screen shake, and custom meters are the most taxing. I have some meters in the game currently, but no circular ones. I still need screen shake and I haven't really gone too deep into text customization. Those will take the longest amount of time to do, but again, I feel like I can do it.

I had one more idea for feedback, which was to give the player and the enemies facial expressions. I know the Unity Store has things like this. I would love to use them but if art assets from the Unity Store are completely off-limits, I don't think I will pursue this idea.