



Game Design B

UX Polishing & Level Design

Playtesting Review

Playtesting Review

- Was habt ihr als **Feedback bekommen?**
- Was war bei euch **das größte Thema?**



HAW **WINTER** **SPIELE**

12.12.25
18 Uhr
GamesLab



A large, faceted diamond is centered in the frame, set against a dark, smoky grey background. The diamond is cut in a brilliant style, showing numerous facets that reflect light, creating a complex pattern of highlights and shadows. The text "Polishing / Juicing" is superimposed over the center of the diamond in a white, bold, sans-serif font. The overall composition is minimalist and focuses on the geometric precision and optical properties of the gemstone.

Polishing / Juicing

Planung

Content

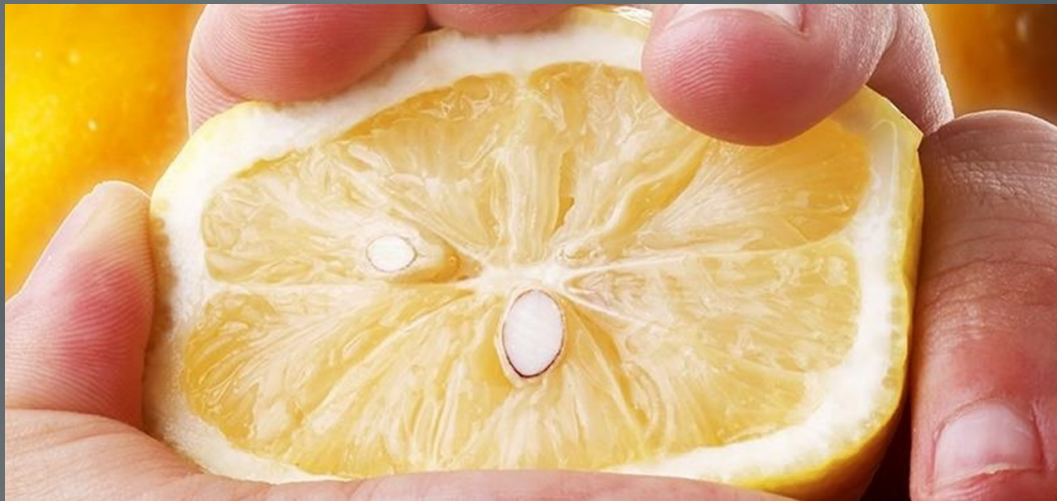
Polishing

Workload

Content

Polishing & Testing

How to squeeze more **juice** out of your game?



How to make your game **feel** better?



Keywords

Animations (Easing)

Randomization

VFX (Particles)

Delay / Slow motion

Impact Effects

Higher Rate of Fire

Make your game feel better

Scaling

Rewarding Sounds

Dynamic Camera

Bouncing

UI Sounds

Screen Shake

Wobbling

Action Sounds

Explosions

Juice it or lose it



grapefrukt (2012, May 24). Juice it or lose it - a talk by Martin Jonasson & Petri Purho.
YouTube. <https://youtu.be/Fy0aCDmgnxg?si=x7xOjA8nk9UyY9Kp>

Juice = Feedback Effekte

Rewarding Win Animation



Tovi Zhong (2025). Game Victory. Dribbble. <https://dribbble.com/shots/11352811-Game-Victory>

Trails



KIKAN. HAW

Dust Clouds



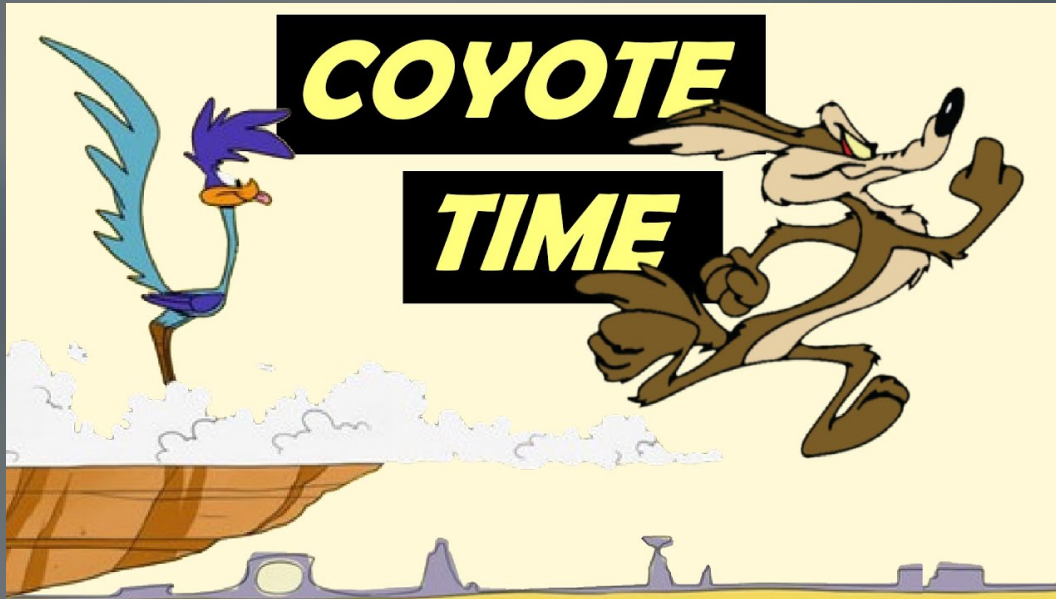
Kawaida's Journey. Cultural Games

Dust Clouds



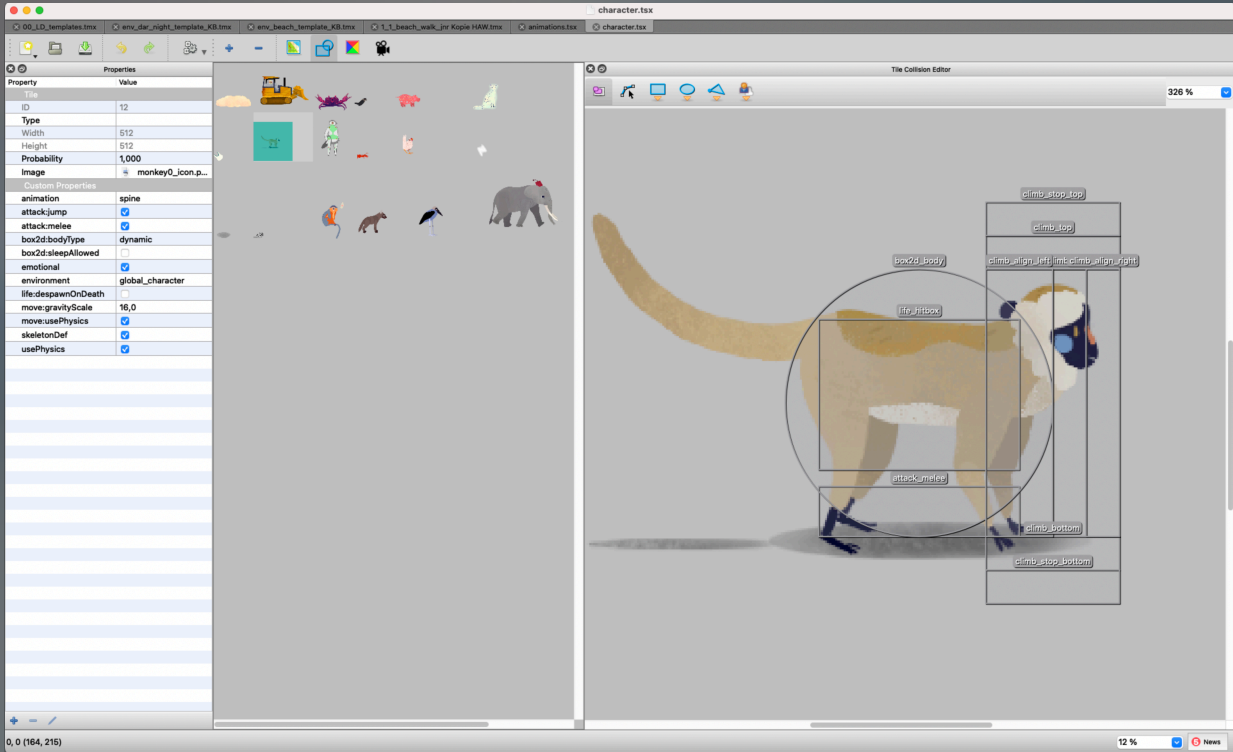


Coyote Time



Looney Tunes. Warner Bros.

Hitboxes



Breadcrumbs



New Super Mario Bros. U Deluxe. Nintendo 2019

Rule of Three

„...once you've shown something to the player a minimum of **three times** in different situations, you can **start to mix it up** without being completely unfair.“



Parallax Effekt

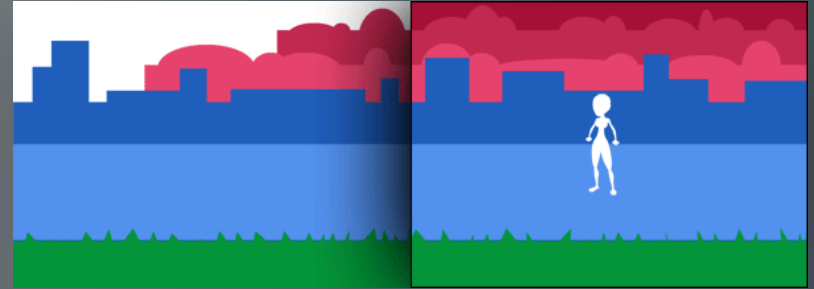


Motion parallax from Heidelberg (23.11.25). Wikipedia.
<https://de.wikipedia.org/wiki/Bewegungsparallaxe>

Parallax Scrolling

- Background Layer
- Foreground Layer
- Gleiche Richtung
- Verschiedene Geschwindigkeiten

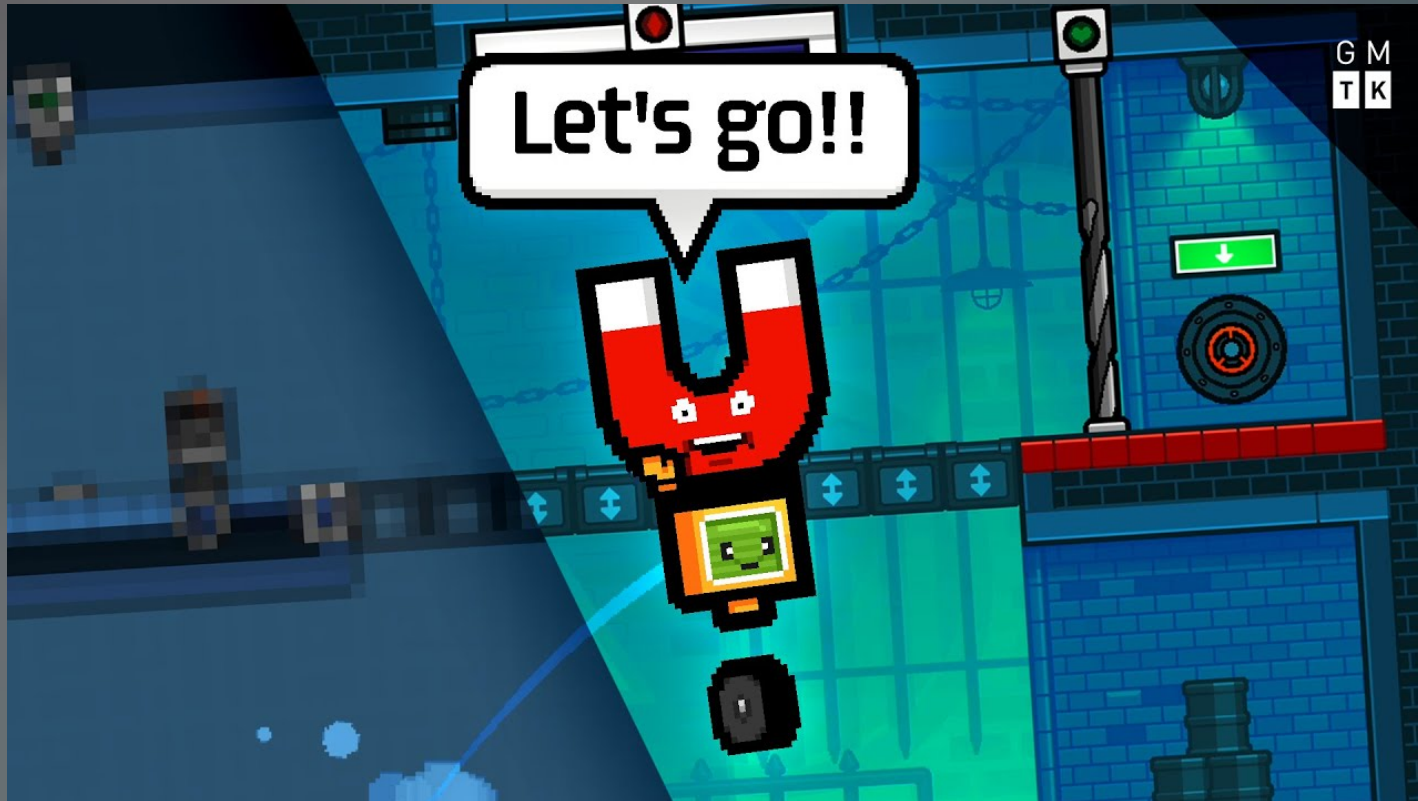
- ✗ *Nicht zu starke Bewegung*
- ✗ *Nicht zu viele Layer*
- ✗ *Kein Parallax auf Lafebene*



Atroxide (July 28, 2012). Parallax Scrolling. Imgur. <https://imgur.com/parallax-scrolling-vjkNf>

$\text{LayerPosition} += \text{KameraDelta} \times \text{ParallaxFaktor}$

Lebendige Spielwelt



Game Maker's Toolkit (07.12.2023). How I polished my indie magnet puzzle game (Developing 12). YouTube. <https://www.youtube.com/watch?v=n8bqjppq0Mlw>

Delay / Slow motion



My Friend Pedro © 2019 Devolver (DeadToast Entertainment)

Screen Shake



Camera for 2D Sidescroller

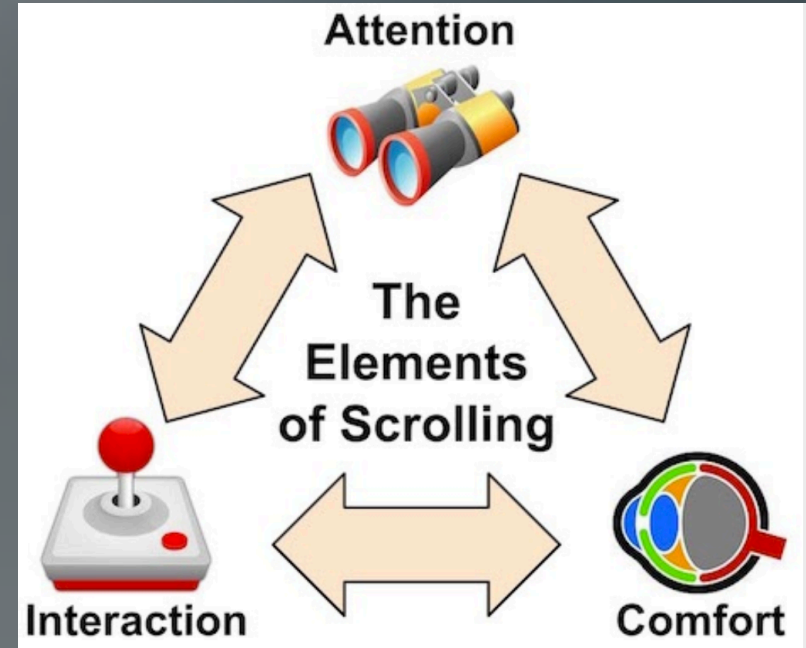
Cameras in Side-Scrollers



Keren, Itay (2015): Scroll Back: The Theory and Practice of Cameras in Side-Scrollers. Game Developer. <https://www.gamedeveloper.com/design/scroll-back-the-theory-and-practice-of-cameras-in-side-scrollers>

Follow The Action

- Directing **attention**
 - Enhancing **interaction**
 - Providing **comfort**
- > Supporting game mechanics



Edge-Snapping

- Locking on level edges



Kung-Fu Master © 1984 Irem

Position-Locking (center)

- Focus on player character
- Equal visibility in all directions
- Unsteady and bumpy



Rally-X © 1980 Namco

Position-Locking (off-center)

- Lock Y-axis
- Static-Forward-Focus
- More visibility in one direction
- Non-dynamic



Pac-Land © 1984 Namco

Camera-Window

- More calmness
- Less visibility ahead



Dual-Forward-Focus

- Calmness and more visibility in both directions
- Dynamic changes of direction



Super Mario World © 1990 Nintendo

Platform-Snapping

- Camera only moves when player has landed on platform
- More calmness for precise jumps
- Enough field of view



Super Mario World © 1990 Nintendo

Level Design Review

„Create **interesting** gameplay situations“

Interesting Gameplay Situations

- Welche Stellen waren **besonders schön** und warum?
- Welche waren **hakelig** und wie könnt ihr diese besser machen?

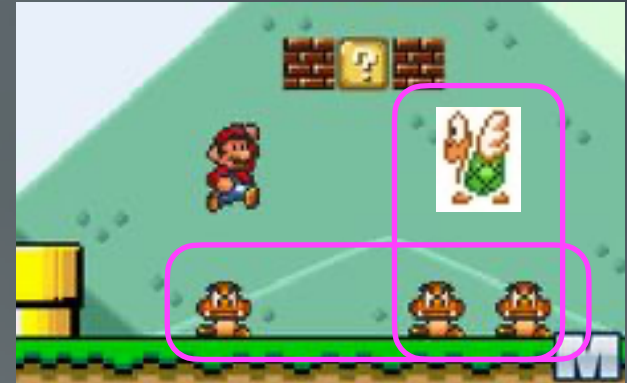
Balancing

Difficulty

Situationen einteilen in

- a) Easy
- b) Moderate
- c) Harder
- d) Very hard...

-> Build „Template Piles“



Stats

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
1	#	Status	Enemy	ea	Enemy piles	ea	Items	ea	S1	S2	Secrets	Objectiv e Min/Ma x	Spielzeit bis Win	Spiel zeit	Ø - Dauer	Hits	Deaths
2	1_1	2 - finished	mosq 11 crab 4 total 15		2 mosq 1 3 mosq 1 (Treppe) 2 2 crabs		Suns 102 big Suns 1 Banana 2 Banana Bunch 1 Coconut Bunch 5		112	112	12	keins	Min (Speedrun) Average Max (3 Sterne) gefühl: passend	01:00 02:00 03:00 passend	02:00	0 1 2 2	0 1 0 1
3	1_2	2 - finished	mosq 2 steamGhos t 1 total		mosq_spawner 1		Suns 2 big Suns 1 Banana Bunch 2 Coconut 2		12	12	1	keins	Min (Speedrun) Average Max (3 Sterne) gefühl: zu lang	01:30 03:00 02:10 zu lang	02:30	1 2 2 2	1 2 2 9000
4	1_3	2 - finished	mosq 23 crab 03 total 26		2 mosq 4 3 mosq 2 4 mosq 1		Sun 102 big Suns 1 Banana 2 Banana Bunch 1 Coconut Bunch 3		112	112	6	10 / 13 Planting	Min (Speedrun) Average Max (3 Sterne) gefühl: passend	02:40 03:00 03:30 passend	02:20	0 1 2 2	0 0 1 0
5	1_4	2 - finished	mosq 16 siafu 53 crab 12 total 81		2 siafu 8 3 siafu 4 crab 2 1 mosq 2 2 mosq 3 1		Sun 92 big Suns 2 Banana Bunch 1 Coconut Bunch 4 Solar Panel 4		112	112	3	keins	Min (Speedrun) Average Max (3 Sterne) gefühl: zu lang	1:50 3:00 04:15 zu lang	02:20	2 3 4 3	1 2 3 3
6	1_5	2 - finished	mosq 19 trap 11 siafu 19 crab 08 colobus 23		2 colobus (H) 3 3 colobus (V) 2 2-3 siafu 6 2 mosq 1 2 crab 3		Sun 120 big Suns 2 Banana 3 Banana Bunch 1 Coconut Bunch 8		140	140	5	10 / 13 Planting	Min (Speedrun) Average Max (3 Sterne) gefühl: passend	3:00 3:30 4:30 passend	03:20	2 4 5 10	1 2 3 5

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1	name	Level	Ch.	Status	t (Ø)	Σ Suns	Suns/mi n	Σ Secrets	Suns Ency	Σ steigend	t steigend	suns Soll	suns Diff.	suns/min Diff.	comment	suns per Chapter			
2	TAKE A WALK	1_1	1	2 - finished	02:00	112	56,00	12	1200	1.312	0:03:00	100	12	6,76	ok, ggf. Bonus ändern				
3	THE STEAM GHOST	1_2	1	2 - finished	02:30	12	4,80	1	100	1.424	0:06:30	10	2	x	ok				
4	PLANT YOUR PALMTREE	1_3	1	2 - finished	02:20	112	48,00	6	600	2.136	0:09:50	100	12	-1,24	perfect				
5	SIAFU ANTS	1_4	1	2 - finished	02:20	112	48,00	3	300	2.548	0:13:10	100	12	-1,24	perfect ok				
6	RED COLOBUS MONKEYS	1_5	1	2 - finished	03:20	140	42,00	5	500	3.188	0:17:30	140	0	-7,24	ok				
7	RUN KAWAIDA RUN	1_6	1	2 - finished	01:20	80	60,00	1	100	3.368	0:19:50	80	0	10,76	ok, (höherer suns/min für Scroller ok)				
8	TOO MUCH TRASH	1_7	1	2 - finished	03:30	140	40,00	7	700	4.208	0:24:20	140	0	-9,24	ok				
9	DALA DALA TO TOWN	1_8	1	2 - finished	01:50	100	54,55	2	200	4.508	0:27:10	80	20	5,30	100 ok (Scroller)	4.508			
10	DARAIAINI MARKET	2_1	2	2 - finished	02:40	120	45,00	5	1000	5.628	0:30:50	120	0	-4,24	perfect				
11	ALLEY RUN	2_2	2	2 - finished	01:30	95	63,33	2	400	6.123	0:33:20	100	-5	14,09	95 ok (Scroller)				
12	MAZE OF TRADITIONAL DOORS	2_3	2	2 - finished	03:00	140	46,67	3	600	6.863	0:37:20	120	20	-2,58	ok				
13	FIRE FIGHTING	2_4	2	2 - finished	06:20	114	18,00	3	600	7.577	0:44:40	120	-6	-31,24	Try Out: t & suns				
14	TRASH COLLECT RUNNER	2_5	2	2 - finished	01:45	114	65,14	1	200	7.891	0:47:25	120	-6	15,90					
15	GOT LOST	2_6	2	2 - finished	02:30	129	51,60	1	200	8.220	0:50:54	120	9	2,36					
16	THE DRIFTER	2_8	2	2 - finished	00:45	30	40,00	2	400	8.650	0:52:39	20	10	x	ok	4.142			
17		3_1	3	2 - finished	03:30	163	46,57	3	900	9.713	0:57:09	140	23	-2,67					
18	COCO BEACH CLEAN UP	3_2	3	2 - finished	06:00	126	21,00	2	600	10.439	1:04:09	140	-14	-28,24					
19	NIGHT MAZE	3_3	3	2 - finished	04:00	128	32,00	0	0	10.567	1:09:09	140	-12	-17,24					
20	BONGO FLAVA MUSIC	3_4	3	2 - finished	04:30	157	34,89	2	600	11.324	1:14:39	140	17	-14,35					
21	URBAN	3_5	3	2 - finished	06:40	158	33,70	0	0	11.482	1:22:19	140	18	-25,54					

Pacing / Dramaturgie

Pacing

- **General order and rhythm of your level**
- **Level of intensity**

Beats and Variation



Metric Stress



Rhythmic Stress

fast paced / slow paced?



Syncopation Example

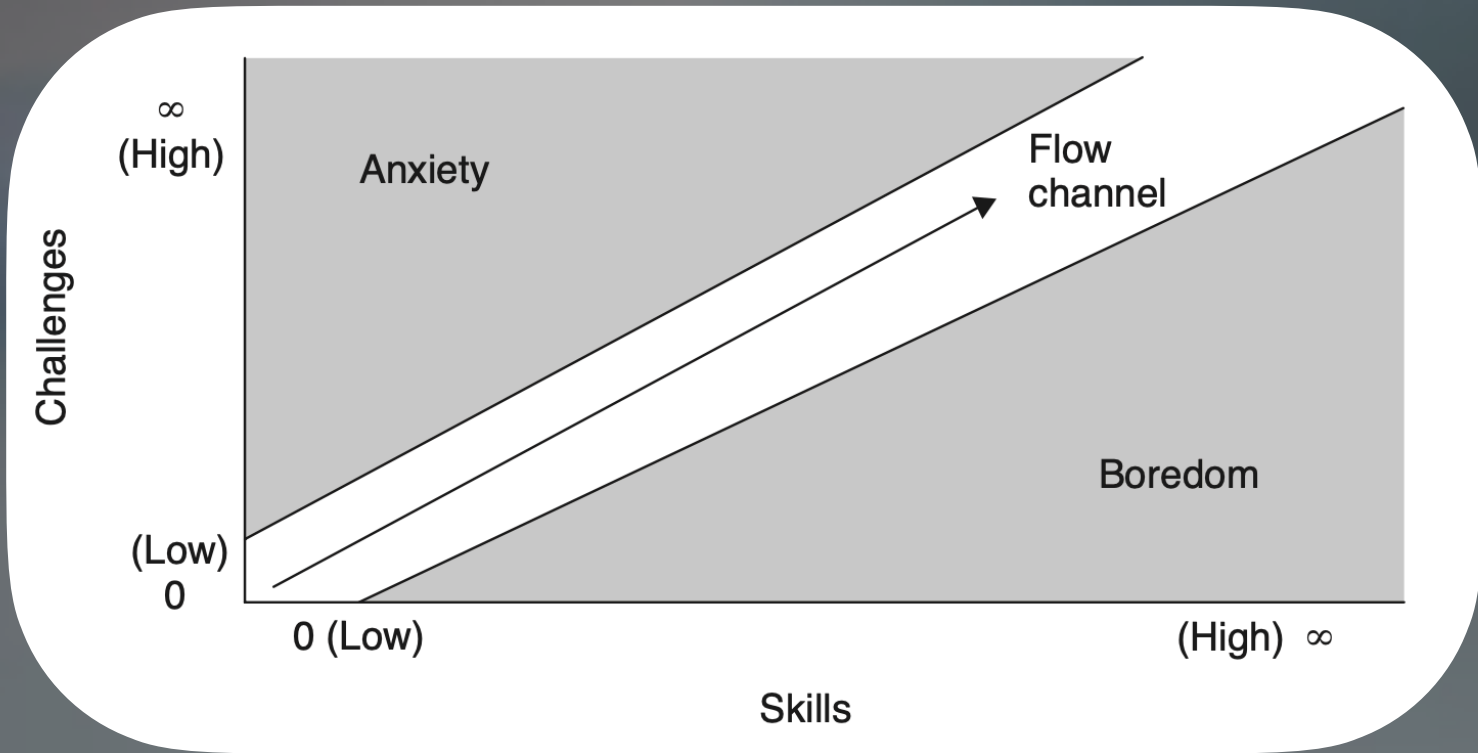


Anticipation Example

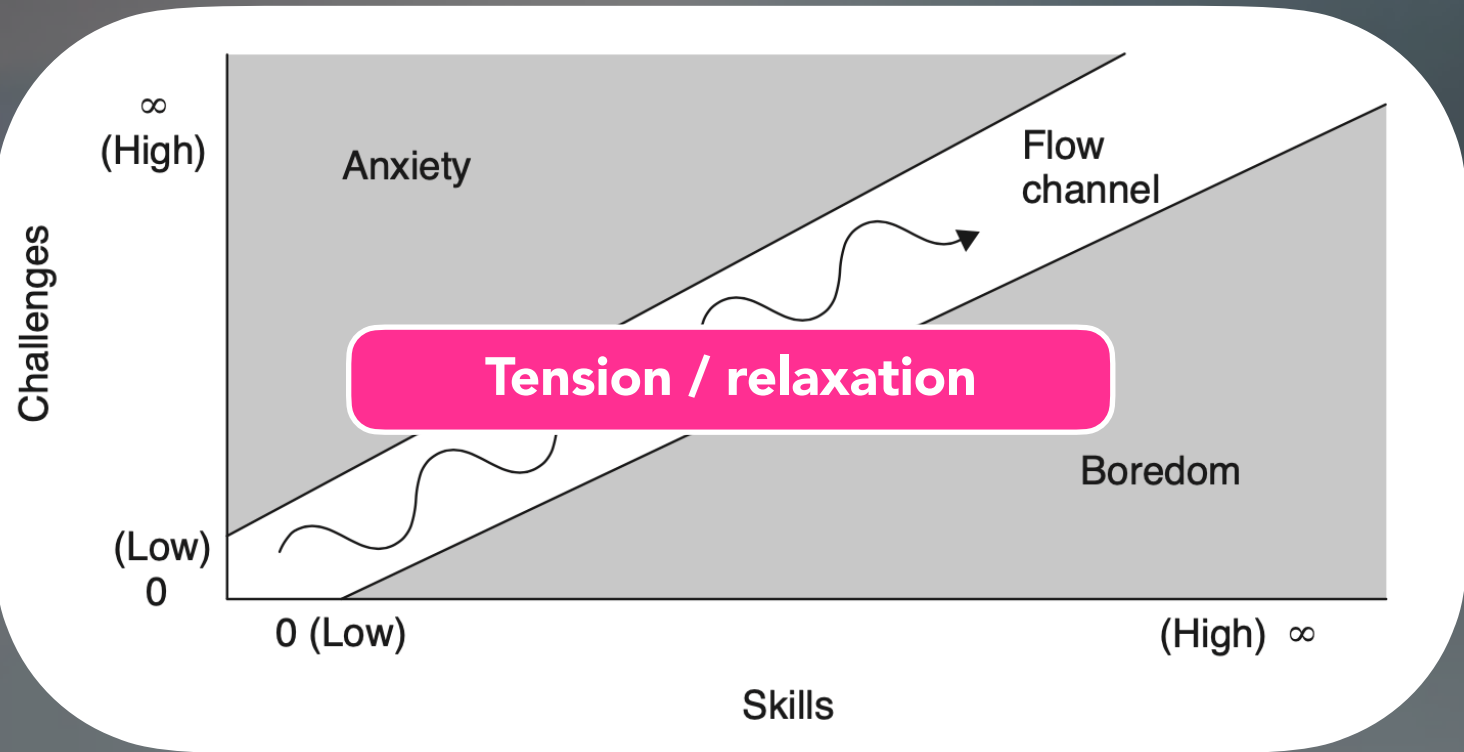
Gameplay Flow

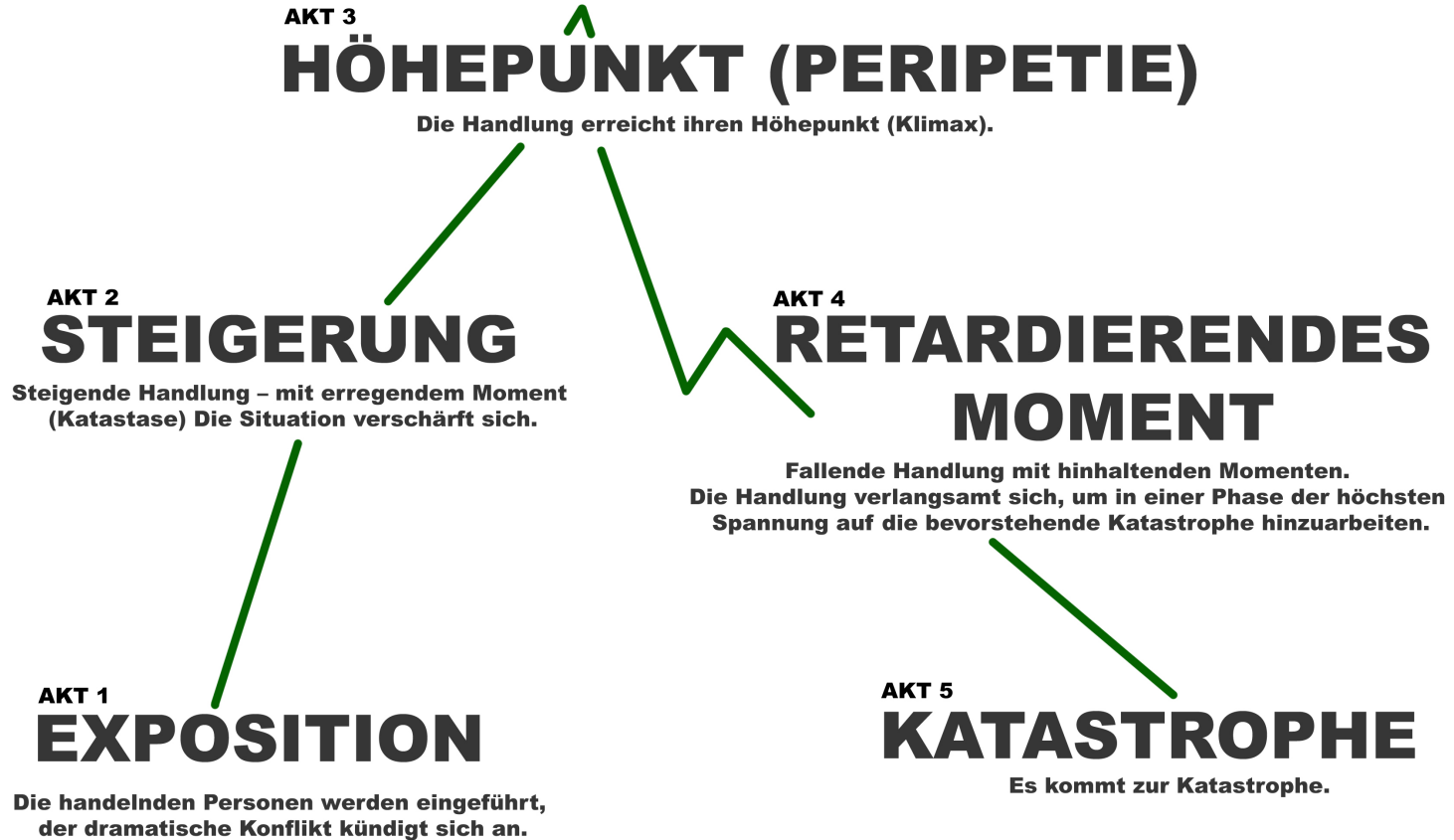
- Complete involvement in the game plot
- **Neither over- nor under-challenging**
- Immersion!

Flow Channel



Flow Channel

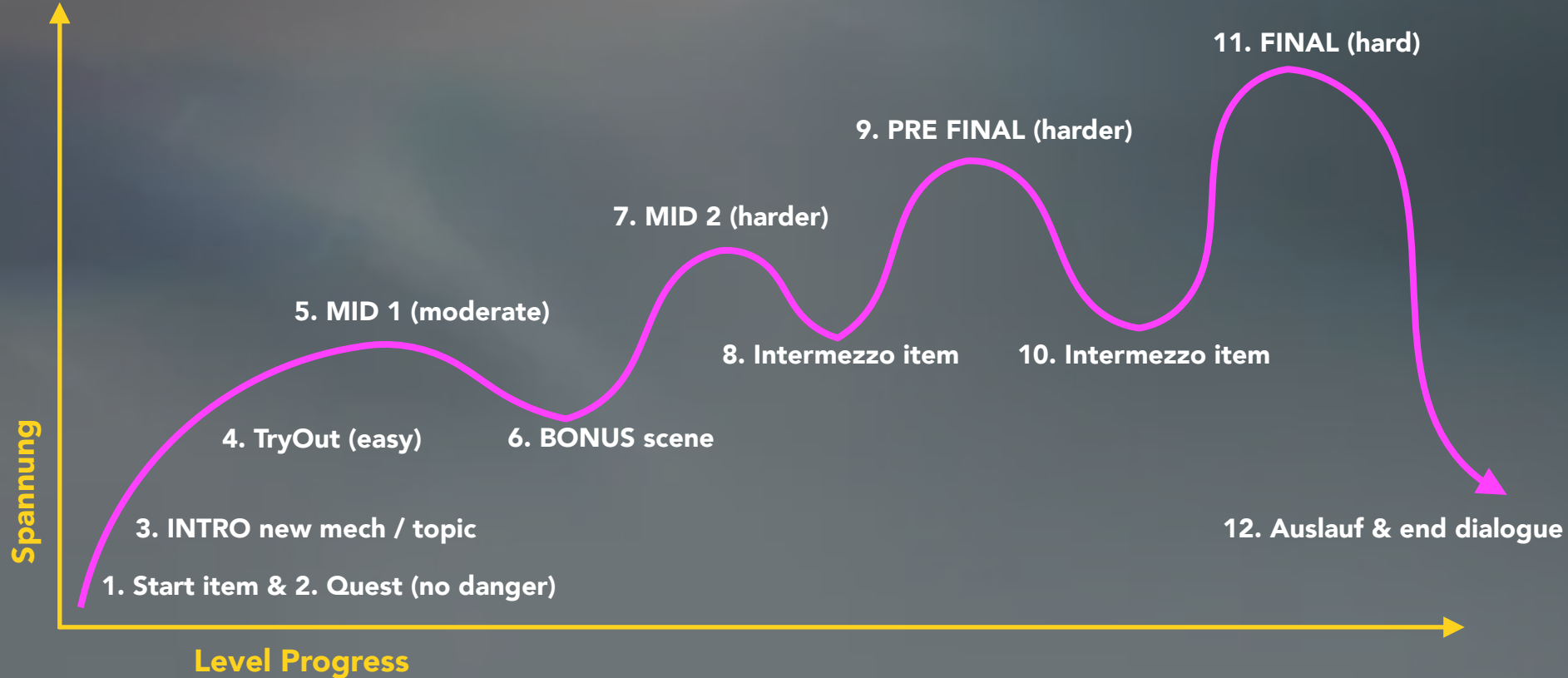




Level Dramaturgie

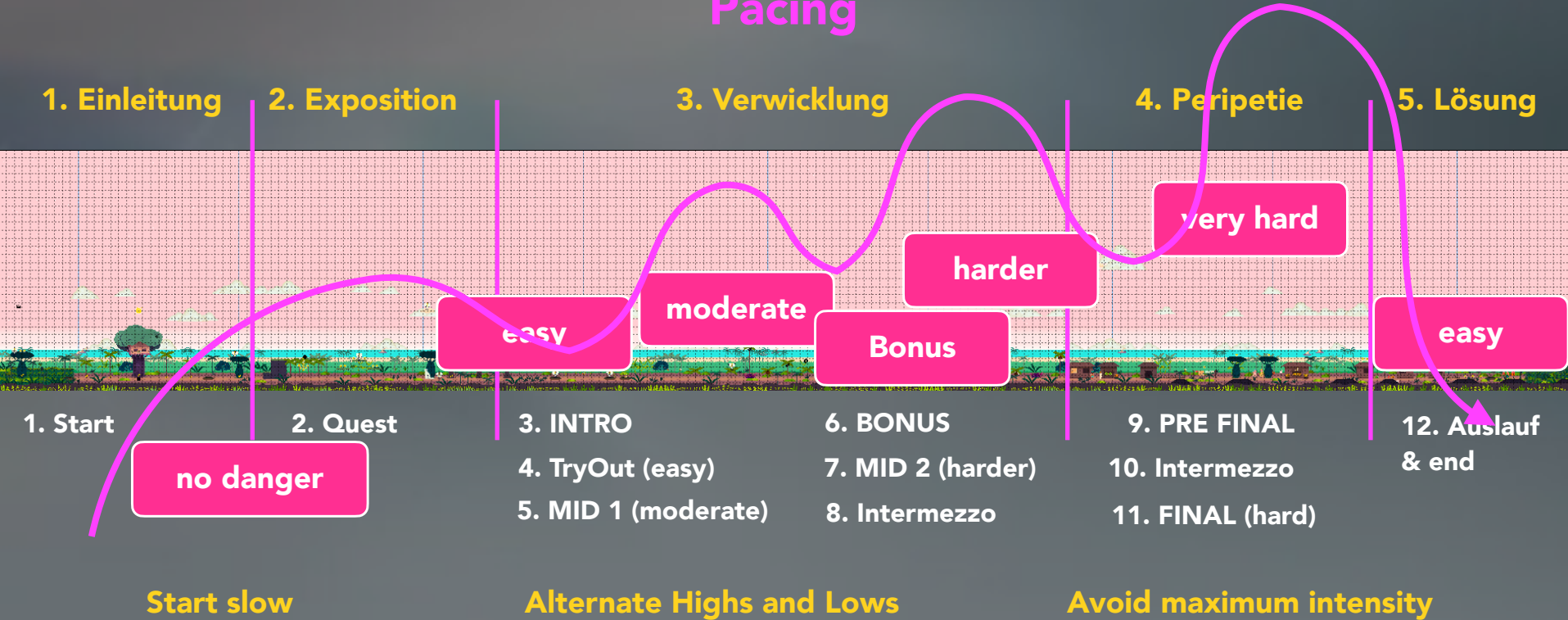


Level Dramaturgie



Level Dramaturgie

Pacing



Your Turn

-> Aus Testszene 1-3 richtige Level konzipieren

1. START (easy)

2. MID (moderate)

3. MID 2 (harder)

4. BONUS

5. FINAL (hard)

6. ENDING

Wechsel zwischen Spannung & Entspannung