5 do’s and don’ts of feed back and goal in game design

Feedback

Do’s

* Should be updated as the game goes along, for example if a player were to collect three coins the feedback should automatically count the three coins
* Have only necessary information
* Feedback should be clear and helpful (should be displayed either on top bottom or even sides, but should be clear to the player and not to block gameplay)
* Should help player to improve gameplay
* Has to provide the player with smooth gameplay (they can use feedback as a guide to know whether they are progressing through their game or not)

Don’ts

* Don’t have feedback clogging up screen (the players will want to see the game they are playing)
* Shouldn’t have too much feedback; only a little feedback which are necessary e.g. score, lives, time etc.
* As there shouldn’t be a lot of information, feedback should not distract players whilst trying to play the game
* Feedback should not be updated in time periods, they should be updated regularly
* Should not be hard to read, the player needs to be able to understand feedback given to them

Goals

Don’ts

Do’s

* There should always be a goal, otherwise there is no use for the game
* Goals should be clear to player
* The player should have the right to choose their difficulty to make it easy or hard to get the goal
* Allow players to select levels they’d like to play in order to achieve goals
* Goals should challenge the player, even if hard or easy, it should give the layer a reason to continue to play the game
* Not to hard, not to easy (has to be flexible, if it is too hard the play gets frustrated, if too easy it causes boredom)
* Not having a difficulty, players have the right to select levels if too hard or easy
* Shouldn’t be boring, the aim of a game is to keep players hooked and interested in the game that they are playing
* Shouldn’t be confusing. If the goal is hard to understand then the player will not be interested in playing the game as they would find it hard to play