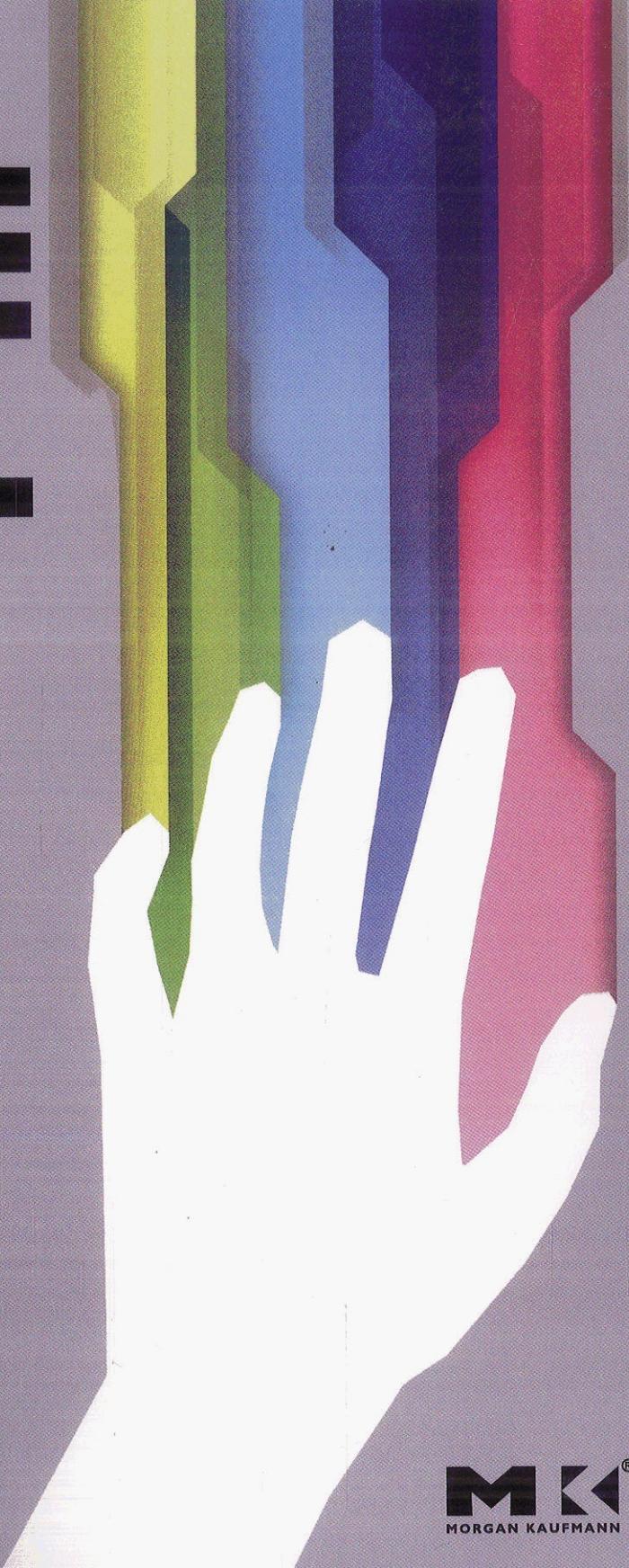


STEVE SWINK

GAME FEEL

A GAME
DESIGNER'S
GUIDE TO
VIRTUAL
SENSATION



MK®
MORGAN KAUFMANN

TABLE OF CONTENTS

Acknowledgments.....	ix
About the Author	xi
Introduction.....	xiii
1. Defining Game Feel.....	1
2. Game Feel and Human Perception.....	35
3. The Game Feel Model of Interactivity.....	61
4. Mechanics of Game Feel	69
5. Beyond Intuition: Metrics for Game Feel.....	81
6. Input Metrics	101
7. Response Metrics	119
8. Context Metrics.....	139
9. Polish Metrics	151
10. Metaphor Metrics.....	171
11. Rules Metrics	179
12. Asteroids.....	187

13. Super Mario Brothers.....	201
14. Bionic Commando.....	229
15. Super Mario 64	247
16. Raptor Safari	277
17. Principles of Game Feel.....	297
18. Games I Want to Make.....	311
19. The Future of Game Feel	321
Index	345