



Forgiveness Mechanics

A good designer has to make the gaming experience as less frustrating as possible for the players. How can they do that? The easiest answer would be “through a smart design of the game’s inputs”, but that’s not enough.

If by the term “responsive controls” we only mean that the game does what the **players command** (eg: they press F to interact and the character interacts with something) we are making a mistake, in fact we must keep in mind that the **controls are unresponsive**. And because of that, the players will get **frustrated** and **quit** the game or undergo unfair **game overs**.

As designers, we must understand the players’ behaviors better than the players themselves; to do so we should create some **specific game systems** that allow the players to get the results they want, even when they make mistakes in their inputs.

Super Time Force Ultra is a fast-paced game with a **high intensity** gameplay that focuses on maintaining a **high** flow, so the designers tried to implement **forgiveness mechanics** to allow players to slip up as little as possible and to **preserve the desired pace**.

Last chance



- When you **get hit** or **run out of mission time**, instead of Game Over, the game allows you to **Rewind Time**.
- **Core mechanic** of the game

Movement direction



- Characters can change direction **immediately**
- Useful for **fast pacing** of the game

OFF-Camera	Player Favoritism
➤ Enemies don't shoot until they are in the camera view ➤ Useful because the player doesn't die too many times	➤ The enemies' bullets can't pass some obstacles, while those of the MC can shoot through them ➤
Dynamic Difficulty Adjustment <i>appearance of "Shards" bonus</i>	
 The bonus "Shards" appears the first time the player rewinds time	 ➤ During a Boss Fight, the bonus appears when the time is close to the end ➤ Helps the players to win the challenge ➤ Makes the game less frustrating

Juiciness

Each time the players give a **command**, some **visuals**, **sounds** or other **effects** will pop up.

A juicy game **feels alive** and is **highly responsive** (input, movement, hit...). The juiciness makes the players feel in **control** of the world and, thanks to continuous visual, sound, and gameplay feedback, it allows them to understand **how they are doing a certain action**.

In other words, it is not only a source of feedback but also an **enjoyable experience**.

Different animations for each characters	Low enemy HP
Each character has different animations , for death, shooting, jumping...	Enemies are killed by one shot or up to two hits (<i>except for bosses</i>)
Blood	Bullet Collision
Blood coming out of slain enemies	Different animations based on surfaces or enemies hit
Permanence	Player Knockback
When walking, running or moving , ashes raises from the ground	When the player fires a charged hit , they are moved backward

Bigger Bullets	Muzzle flash
Bullets bigger than normal	When the player fires, a small explosion comes out from the barrel of the gun
Permanence	Camera control: Camera lerp
For a short time, the player can see the enemies' dead corpse	The camera moves when the character is moving
Gun Delay	Sleep
When a weapon is used, the player can see a small animation	If they get hit, the game freeze for a second to give the player time to rewind
Quick bullet rate	Hit animation
The speed of the bullets is high	If hit, the enemies are highlighted in yellow or blue and they do a little animation
Number of enemies	Super machine gun
 High presence of enemies	 Machine Gun that shoot in three different ways
Explosions	Permanence
When something or someone are destroyed	Steam, debris and other effects remain on the screen for a while

Screen shake	Meaning
When something huge hit the environment	 A linear story: go back in time to avoid the major earth disaster

Strafe	
	 Keeping a button hold, the camera will remain locked in the direction you are looking at even if you move in the opposite direction (<i>moving backward, will keep looking forward</i>)

Nudges & Manipulations

Focus Attention

If players are facing an **activity**, they tend to **ignore** all the details that are **not useful** in performing that particular task; **if not**, they tend to observe all little things on the scene

Super Time present two types of Focus:

Relax moment on the Airship	High cognitive stress during missions
	
To break the pace and intensity of the game, players will be able to quietly explore the Airship area. They will be able to discover more on the details of the area and the characters.	During the fast-paced gameplay , the players won't observe details , because they will be focused on other factors <i>(Enemies, bullets, dodge, health...)</i>

Tomato Work Method

One of the most effective methods to maintain the players' focus on the gameplay is to **alternate a maximum of 25 minutes of intensive work with at least 5 restful minutes**.

This effect can be obtained through:

- Change of **mood** in the story and gameplay
- Change of **pace and space**
- Change of **activities**
- **Different** sounds or view

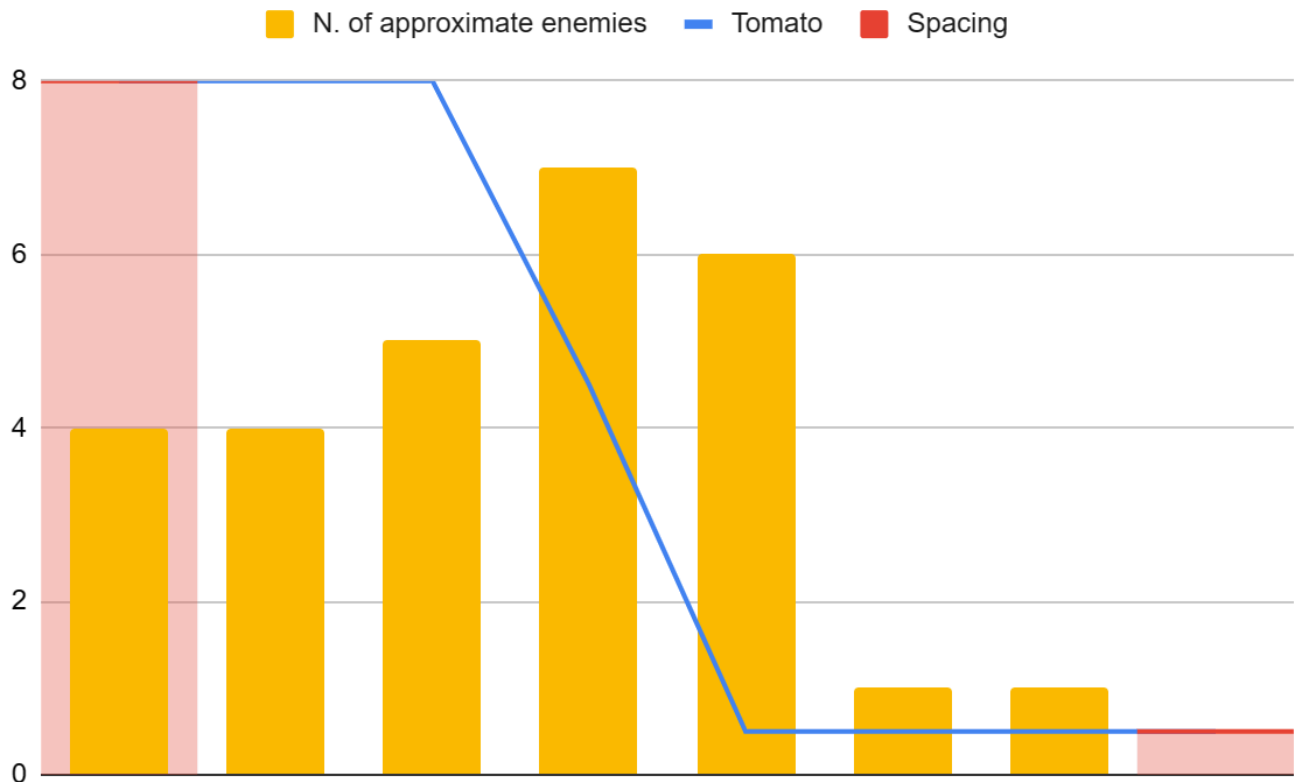
After the mission in which the players must challenge a **high cognitive load**, they find themselves in the Airship where they can **rest**, **choose** the next mission and **check** the game progression.

By taking into analysis more than 30 videos and data extrapolated from a primary resource, the exploration phase against minions takes from 15 to 18 minutes, while the Boss encounter takes 8-10 minutes.

After this high intensity activity, the players respawn in the Airship, out of danger.

To finish a mission it takes 20 to 25 minutes, Bosses included.

In each level during the exploration phase the number of enemies is usually the same, dropping to 1 when the player reaches the Miniboss and then, to the final Boss. It drops to 0 when the player spawns on the Airship where they can undertake different activities.



Retention with glorification - Authority Effect



When players think that they are the only ones holding the abilities to complete a given task, they feel in **control** and **superior**.

If the players feel confident in their skills, they will **play more**.

Thanks to the **NPC's**, we can pass on these feeling to the players:

- The boss **compliments** them when they complete a task
- The boss **repeats** them several times that they are the **only ones** who can complete these missions
- They directly control **Time**, a thing that enemies can't do, leading to a **power fantasy**
- They can **one shot** the majority of the enemies, leading to a **power fantasy**