Juiciness

What do you mean, “juiciness”?

- Polish, “fluff”
- Adding effects that are purely cosmetic
- “Look-and-feel”
- To a large extent VFX - but you need to design for it!

Esports TV
Cat Trick
Secret: After your opponent casts a spell, summon a 4/2 Panther with Stealth.
Totem

What is it good for?

- Providing feedback
- Making the game feel “alive”
- Worldbuilding
- Visibility of System Status

Super Mario Bros. (NES, 1985)

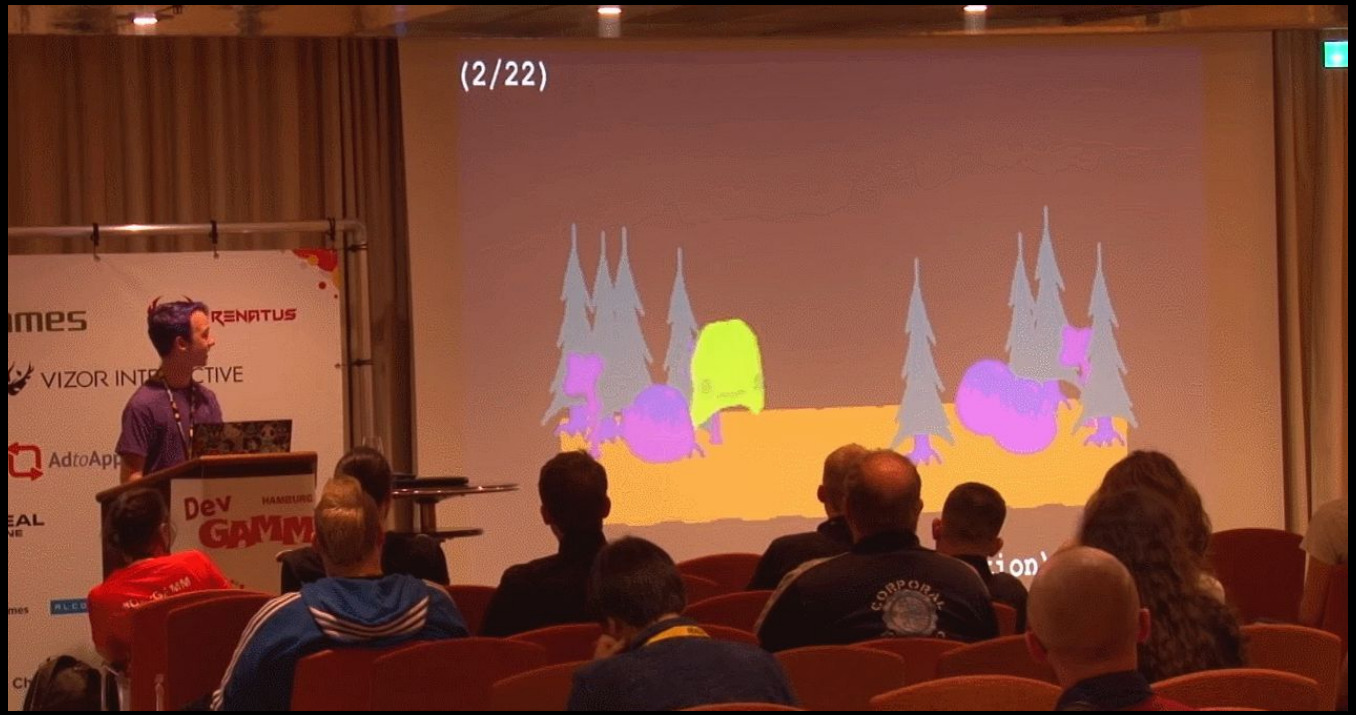
New Super Mario Bros. (Wii, 2009)

For interface

vs.

Tie together gameplay and interface

Mattias Dittrich (Ditto) - Make It Wiggle (or How to Make Cool Art with No Talent) - https://www.youtube.com/watch?v=7-fUvFkPngI



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Summary

- Juiciness = audio/visual feedback
- Design for this
- Provides
  - Feedback
  - Polish
  - Worldbuilding
  - Visibility of System Status