Game Feel and Juice

Development good practices

Link

Videos explaining game feel and juice :

[Secrets of Game Feel and Juice](#)

[Juice it or lose it - https://www.youtube.com/watch?v=Fy0aCDmgnxga talk by Martin Jonasson & Petri Purho](#)

[6 Ways To Make Your Game Better - With GDevelopv](#)

[How To Do Game Feel Right - With GDevelop](#)

The components of fun:

[Can We Make This Button Fun To Press?](#)

[An interactive example](#) of how to implement juice in Gdevelop

Description

Game Feel or Game Juice is an invisible parameter, a feature of games that represents how enjoyable they are to interact with.

Juice represents how players should feel when involved in the game, especially that nice sensation when they interact with the game

« A juicy game feels alive and responds to everything you do, tons of cascading action and response for minimal user input. »

What is juice in a text adventure? The surprise, unexpected things happen when we try a choice in the game!

Here are few resources that explain what Juice and game feel are and can help you implement it in your games.

Features

These videos or projects provide examples of juice-generating tweaks and how to implement them in Gdevelop.

Price

Free

Why using it?

It is important to try and juice your games because a juicy game will be hard to put down, and that's what you want to happen with your students!

How to use it?

Check how it is implemented in Gdevelop by clicking on the link above. If your type of game is hard to juice, focus on the components of fun.

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