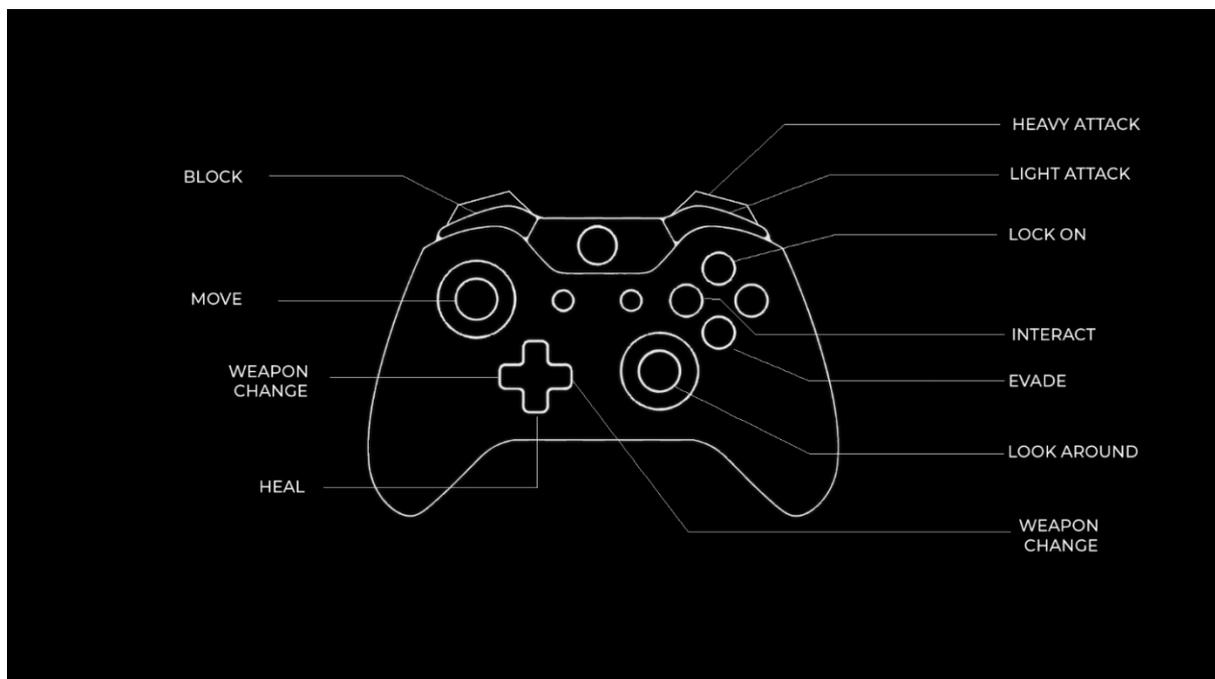


# THE VOID IN BETWEEN

## [INTERACTION PLAN]

### CONTROL SCHEME



Left Analog stick: Move

Right Analog stick: Look around

RB/R1: Light Attack

RT/R2: Heavy Attack

LB/L1: Block

Y/ $\Delta$ : Lock on

X/ $\square$ : Interact

A/ $\circ$ : Evade

Left D-Pad: Equip/Unequip Weapon 1

Right D-Pad: Equip/Unequip Weapon 2

Down D-Pad: Heal

The control scheme is designed with keeping in mind the latest industry standards of AA or AAA titles. This control scheme is a tried and tested in the industry. It is ergonomic and easy for players to familiarize with as it's been used all over the gaming industry.

## HAPTIC FEEDBACK

The number of lines represent intensity of vibrations.

## LIGHT ATTACK



The protagonist of *The Void in Between* is a right-handed veteran soldier. Hence, we decided to add haptics to only the right side of the controller every time she damages the enemy. We wanted the players to feel a sense of heaviness that a warrior has once they wield a weapon and hence this haptic feedback.

## HEAVY ATTACK



Heavy attack lands a huge blow on the enemy and hence the intensity for this haptic feedback is more. We decided to make the entire controller vibrate instead of just the right hand because we wanted the player to feel that they have landed a big, flashy, dangerous attack.

## DEFENCE



The defense animation that our character uses have her holding up the weapon horizontally in front of her. We wanted to emulate the feeling of an object striking a horizontal spear and hence we gave haptic to only the front motors of the controller.

## DEFENCE BREAK



Once the player's defence is broken, they are pushed back and slide a little. The vibration pattern shown above synced perfectly with the animation being used and gave a sense of being pushed back while play testing. The intensity of this vibration is far less than that of heavy attack, we have play tested this multiple times to make sure players can feel the difference between both the vibrations.

[Next Page]

**HIT**

This is set on the lowest intensity of vibrations. Players will get hit multiple times during gameplay and we did not want them to get annoyed from these vibrations, therefore we have kept the vibration intensity to its minimum on this one. This haptic feedback works as a negative feedback loop for the players.

**HEAL**

The button mapped for heal is the down button on D-pad. We are enabling haptic feedback only to the motor situated right behind this button. The thought process

behind this was players might not focus on the UI while trying to fight enemies and hence they need a conformation or positive feedback loop that heal has kicked in. To attain this goal, we decided to send haptic feedback to only one motor. This feedback only plays if the heal is used. In cases like healing bar being empty or the health bar already being full the haptic feedback does not kick in.