

# SCOOT GAME EVENT

A mixed reality experience



## PROPOSAL

Second draft, 24<sup>th</sup> March 2006



Donkey Konga Screenshot



Brisbane Bulldog Tug-O-War Team



Family Feud

## <Title>

Prepared by: Simon Joslin

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## Introduction

This design document contains the anticipated requirements to build a multiple site multiplayer tug-of-war. In this interpretation of tug-of-war, like the traditional version, two teams are pitted against each other, pulling the other team in their direction. The input mechanism is designed to mimic the teamwork mechanics of the traditional game, in that the winning team would be the most effective team.

**Candidate Node:** Can be played at any node across two or more locations.

**Game Duration:** 2- 5 mins

**Number of Players:** depends on group size, ideally 6, 9 or 12

## Conceptual Link to SCOOT

**Theme:** tug-of-war, an event within the carnival vein

**Narrative:** flexible

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**Delivery:** Team based challenges - enhancing the competition between teams in SCOOT.

## Game Sequence Script

**Game beginning:** Two teams are physically present at the tug-of-war setups stationed at each location.

**Game end:** One team has successfully pulled the other across the screen.

## Gameplay

The battle is played in rounds and each player on each team has a set of 3 coloured drums to beat their hands on. The rounds are designed to challenge different aspects of teamwork. After each round the team's score is compared to the opposing team. The winner of each round is awarded "rope", moving them closer to victory and is visually represented on screen as a traditional battle of Tug-of-War between the team's avatars.

### Example rounds:

- At the start of the round the team's monitor display gives a set of 3 combinations, one for each player. The team has X seconds to play this back. The challenge for the team is to designate each player one and only one combination so that the input is unique.
- Assign one colour to each player. Play a sequence of colours getting progressively quicker. The team has to play the sequence in time and they continue until one button is pressed out of sequence.
- The display shows a timed sequence like Drum Bell, the team needs to play the same beat as each other in time. Points are awarded for synchronicity.

There are many different ways to represent tug-of-war and above are some of many possibilities. Implementing such input schemas would be done in the last 40% of development. Fortunately to truly understand which schema is the most fluid, challenging and intuitive one must manually test them. Thus they would be best left to experiential discovery and criticism at the end of the development phase.

Video and sound of the opposing team could dramatically increase the tension and competition between the two teams.

## Graphic Design Specs

The effectiveness of the game relies upon playing for social interaction, delivered through gameplay hence it is more important to focus on gameplay over graphics. Depending on scope and some critical design choices, the graphic design specification could very simple. Little is required if the game is a 2-dimensional representation of a 2 team tug of war.

### Required assets:

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- Avatars tugging as part of a team in tug of war.
- Win / lose animations
- Basic scene graphics
- Coins/points tokens
- Gameplay descriptions for each round.

## Technical Specs

The technical side of this project will be the most challenging. To successfully network the two teams together there will need to be: network connectivity, game matching and organisation, timing model, scoring system, hardware interfacing (physical buttons).

**Operating System:** Windows XP

**Libs:** Engine of our choice, perhaps Irrlicht OR Macromedia Flash

**Language:** C++ opengl OR actionscript

## Resource Requirements

9 buttons per location

1 Computer / monitor per location

Network connection

## Notes:

- It is not necessary for the teams to be multiples of three.
- It is not necessary for each player to have three drums.
- Team numbers must be consistent at each location, ie 2v2, 3v3 etc