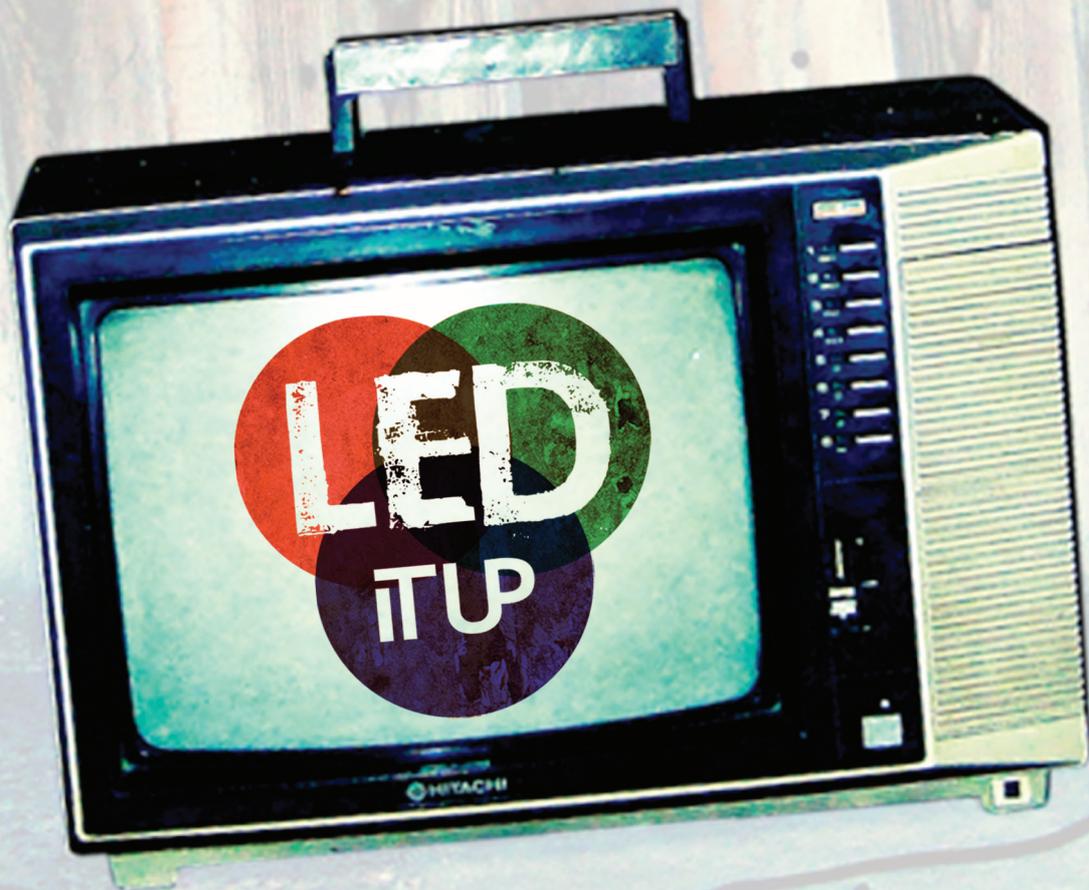


Design Document v2

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Team Led It Up

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INTRODUCTION

This document provides information about the technical design of our project. In the first part, all three games will be shortly described and elaborately explained on the basis of the rules of the games and the gameplay elements. Furthermore, this document serves as a guide through the design phase of the project, as we describe what is seen on the screen and what is seen on the mobile throughout the different phases of the gameplay. This way a detailed overview is presented of what the screen should look like, what the mobile should look like and what happens during the game experience - step by step. The second part of the document does the same thing but for the overall format.

Attached you find the technical design illustrated in a flowchart. This chart, bundled with the document, serves as the foundation of our game development.



PART 1 | 3 GAMES

1.1 HANGMAN

Description:

Based on the old and well known game hangman, players need to guess a word by guessing letters. The goal is to guess the word as fast as possible without hanging oneself. The word to guess is represented by a row of dashes, (on the mobile) giving the number of letters. Each player can submit any letter he wants, whenever he wants. If the player suggests a letter that occurs in the word, it will appear on the right place on the row of dashes. The letters that players are guessing only appear on their own mobile, so nobody else can see (otherwise it will be too easy to guess a word). If the letter is not in the word, the player will start 'hanging' himself as a wrong guessed letter represents a new part of the gallows.

Each player will have their own hangman displayed on the screen so everybody can see the 'hanging' progression of players. On the screen a video from Open Images will be played that provides clues about the word and simultaneously serves as entertainment for non-playing public. The video also determines the duration of the game. If the word hasn't been guessed by anyone by the end of the video, the game ends anyway.

The rules:

- Playing time: 1 minute to guess a word or you will be hanged
- Guess 1 letter at a time
- You win if you guess the right word within the 1 minute without getting hanged
- You get hanged after filling in ten times a wrong letter
- You get hanged when you didn't guess the word while the video is running
- You get 2 points for guessing a right letter
- You get 10 points for guessing the word
- Minimum amount of players: 0. Maximum amount of players: 50. We can create a bot to play if no one is playing.

How to play

1. Visit the web site with your mobile to access the games
2. Login with your Facebook account. If you don't want to use it or you don't have Facebook, you can also create your own profile.
3. Read the instruction how to play the game on your mobile
4. Wait for the game to start
5. Watch the movie on the screen
6. Guess right letters to not hang your man.
7. Earn as much as possible points.
8. Go to the next round

Point system:

In the overall format, all the games are related to each other so the aim of the game is to earn points as much as possible. At the end of each round you can get a max score of about 20 points. So after 5 times Hangman this will be 100 points. It will look like this: 2 point for a rightly guessed letter, 10 points if the player guesses the word.

Fun of the game:

- Putting players in competition and to see the evolution of each player on the screen thanks to the hangman.
- Re-play a old school game

Rewards of the game:

- To earn points
- The highscores will be broadcasted on the screen
- Maybe to have the chance to be the winner within all the players of the day and to have your picture broadcasted on the screen.

What will be on the screen:

Before the game

- The timing, within how many minutes the next game will start
- Instruction: give the audience the website to go to login
- The picture of the next players with their names
- The high score list of the game

 Next game 02:03 HANGMAN 

Do you want to play?
Check out our website www.leditup.nl and follow the instructions!

The game lobby:

ALEX	LOTTE	WILCO	HELENE	DAVID	DAAN	CARO
						

Last round winner:
JORIAN


Winning word:
April 1st
Time: 01:02

During the game

- The clip of Sound & Vision
- Information about the clip that is shown (text)
- All the players
- The progress of the players (hangman or not...)
- High score list of the game

HANGMAN 

The players:

WILCO 	LOTTE 	JORIAN 	HELENE 
ALEX 	DAVID 	DAAN 	CARO 

 04:99



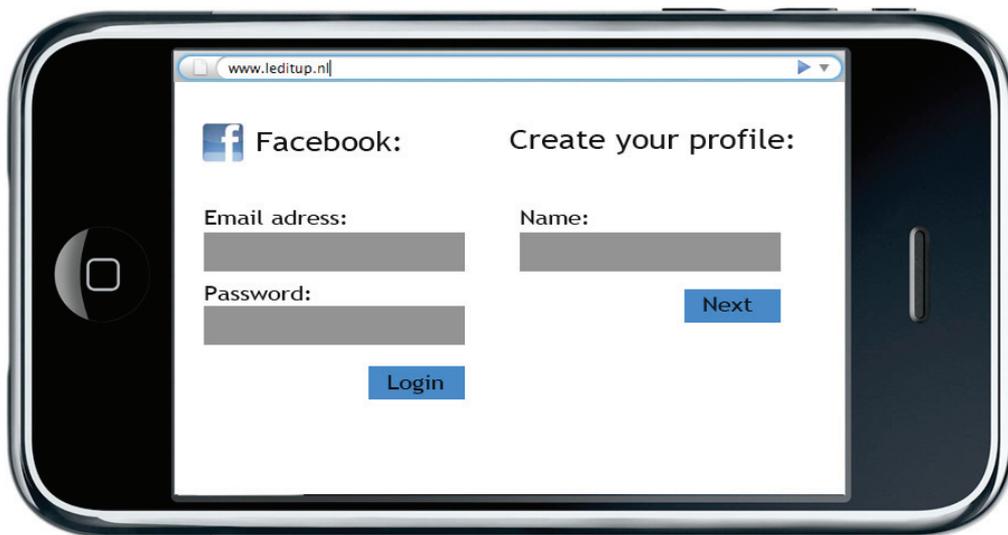
After the game (after the end of the video)

- All the scores of the players
- High score list of the game

What will be on the mobile:

Login screen

- Facebook login
- Create your own profile



Instruction screen

- Name of the Player
- Avatar of the player
- Points earned today
- Text with instruction about the game
- Join the game button

Game mobile screen 1

- Time clock when the game starts
- Info about the clip of Sound & Vision of the upcoming round
- Link to Sound & Vision
- Name of the Player
- Avatar of the player
- Points earned today

Game mobile screen 2

- Name of the Player
- Avatar of the player
- Points earned today
- Row of dashes which the player has to guess
- Timing of 1 minute
- Next question button



Game mobile screen 3

- Name of the Player
- Avatar of the player
- Points earned today
- The answer (word that the player has to guess)
- Points earned in this round
- Next button to go to the next round/game

When a winner guess a word then the game is still going on, only the word “winner” will appear to let the audience knows that this person, has already guessed the word. It will be over at the end of the timing (1 minute).



1.2 WHATS MISSING

Description:

This game has been born out of the famous 'memory' game and variations such as 'seek the difference'. Videos from Open Images will be shown on the screen twice. The first time players need to pay close attention, the second time the video will contain black boxes - hiding objects. Players have to guess what is behind them through a multiple choice answering system.

The rules:

- Playing time: a round is 1 min 30 minutes - of which 30 seconds the video will be shown on the screen, 1 minute players can answer the questions.
- The players get five multiple choice questions
- You get 4 points by answering a question right
- Minimum amount of players: 0. Maximum amount of players: 50.
We can create a bot to play if no one is playing.

How to play

1. Visit the web site with your mobile to access the games
2. Login with your Facebook account. If you don't want to use it or you don't have Facebook, you can also create your own profile.
3. Read the instruction how to play the game on your mobile
4. Wait for the game to start
5. Watch the movie on the screen
6. Guess what is missing behind the black box
7. Earn as much as possible points
8. Go to the next round

Point system:

We will play five rounds, each round will exist of five question. If you answer a question right you will earn 4 points. This means that you can win a total of 20 points each round. And we play five rounds, so you can earn a max of 100 points in this game.

Fun of the game:

- Putting players in competition
- Answering questions within a timing
- You can earn points
- Watching a clip of Sound & Vision

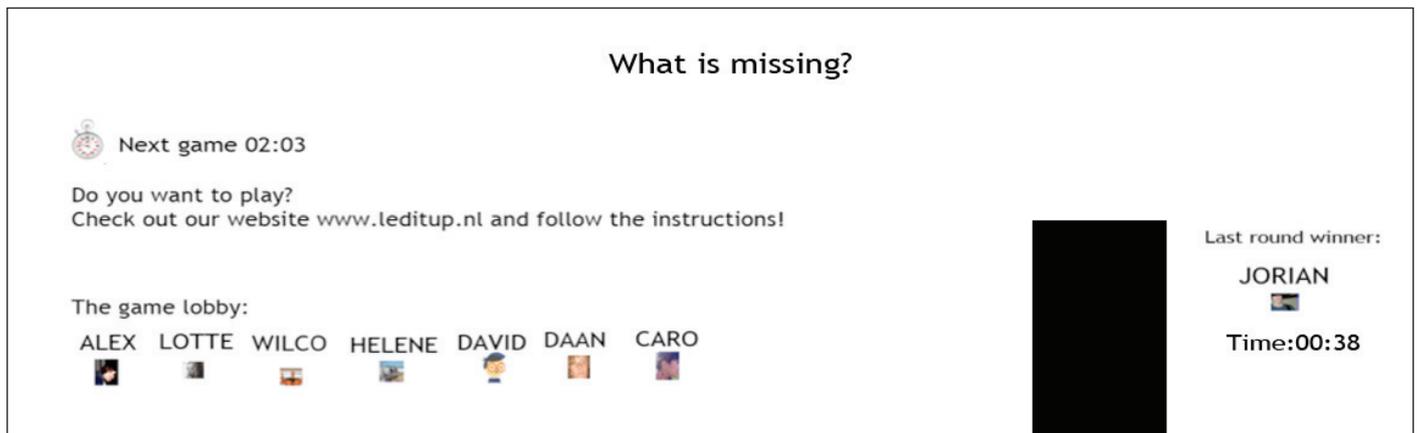
Rewards of the game:

- To earn points
- The high scores will be broadcasted on the screen
- Your picture and score will be on the big screen if you win

What will be on the screen:

Before the games start:

- Instructions how to play the game
- Time clock when the game starts
- All the players that are all ready in the game
- High score list of the game



During the game

- The clip of Sound & Vision (maybe looping)
- information about the clip that is shown (text)
- All the players
- The progress of the players
- The amount of right answers of the players
- Time clock when the game ends
- High score list of the game



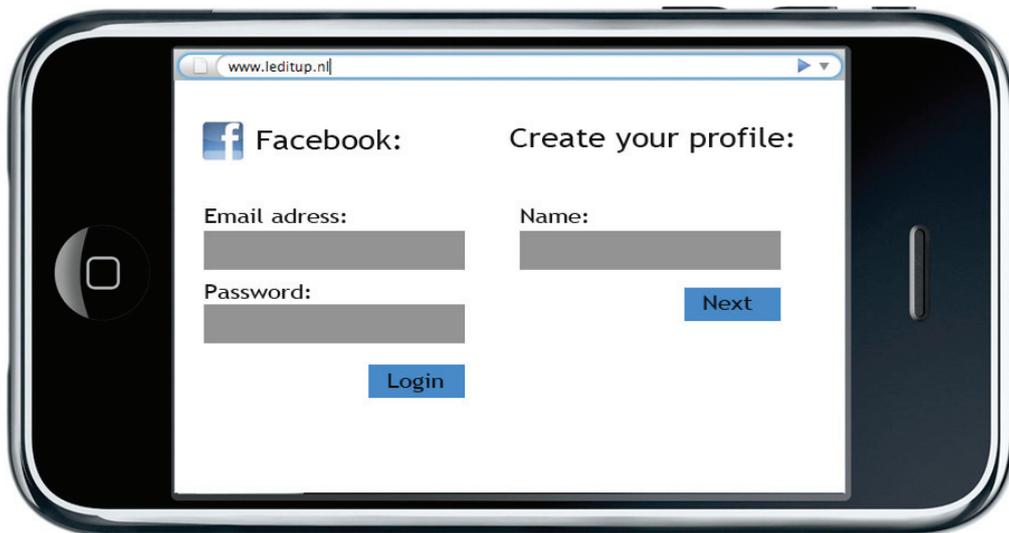
After the game (after 20 sec it will transform into the beginning screen)

- All the scores of the players
- High score list of the game

What will be on the mobile:

Login screen

- Facebook login
- Create your own profile



Instruction screen

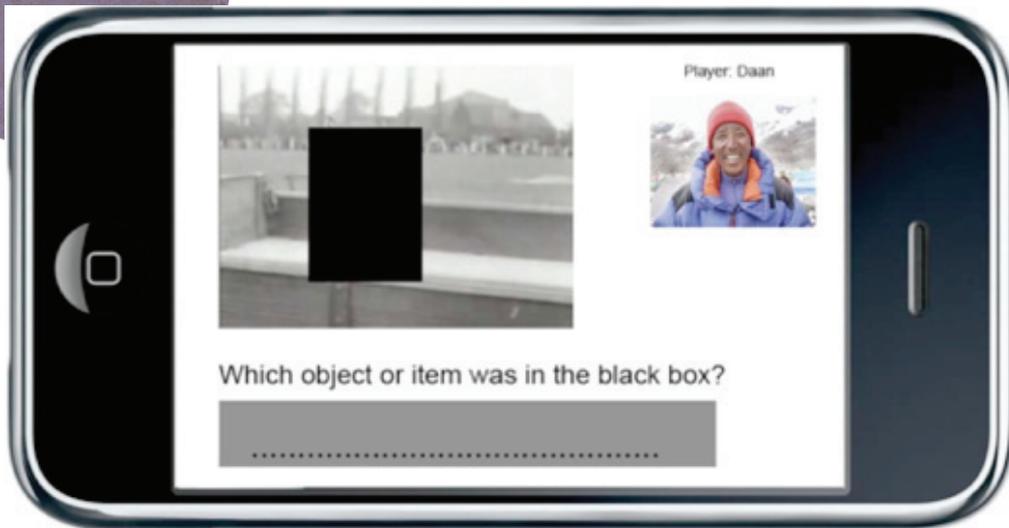
- Name of the Player
- Avatar of the player
- Points earned today
- Text with instruction about the game
- Join the game button

Game mobile screen 1

- Time clock when the game starts
- Still of the clip for the upcoming round
- Info about the clip of Sound & Vision of the upcoming round
- link to Sound & Vision
- Name of the Player
- Avatar of the player
- Points earned today

Game mobile screen 2

- Name of the Player
- Avatar of the player
- Points earned today
- Time clock when the game ends
- Still of the movie with the black box in it
- Question
- Form to fill in the question or multiple choice box
- Next question button



Game mobile screen 3

- Name of the Player
- Avatar of the player
- Points earned today
- Amount of questions right/wrong
- points earned in this round
- next button to go to the next round/game

1.3 DONKEY

Description:

This game is a variation/combination of Quartet and the Dutch card game 'ezelen'. Players will have a 'hand' of cards shown to them on their mobile. The cards are images that have been taken from Open Images videos. The goal is to collect a set (4 cards) of images. Every turn players will simultaneously pass on one card they can't or won't use for a set. Once a player has a set of 4 cards, they will win and the images will unite and the entire video will be shown on the screen.

The rules:

- Playing time: 2 minutes
- Get four of the same cards
- Game ends when someone has 4 of the same cards
- You get points for having 4, 3 or 2 of the same cards
- Game restarts if there is time left.
- Minimum amount of players: 0. Maximum amount of players: 50.
We can create a lot to play if no one is playing.

How to play the game

1. Visit the web site with your mobile to access the games
2. Login with your Facebook account. If you don't want to use it or you don't have Facebook, you can also create your own profile.
3. Read the instruction how to play the game on your mobile

4. Wait for the game to start
5. Get four of the same cards to win and show the related clip on the screen entirely
6. Earn as much as possible points
7. Go to the next round

Point system:

- You get 10 points for every 4 of the same cards
- You get 5 points for every 3 of the same cards
- you get 2 points for every 2 of the same cards

Fun of the game:

- Put the player in competition
- Meeting people by exchanging about the game

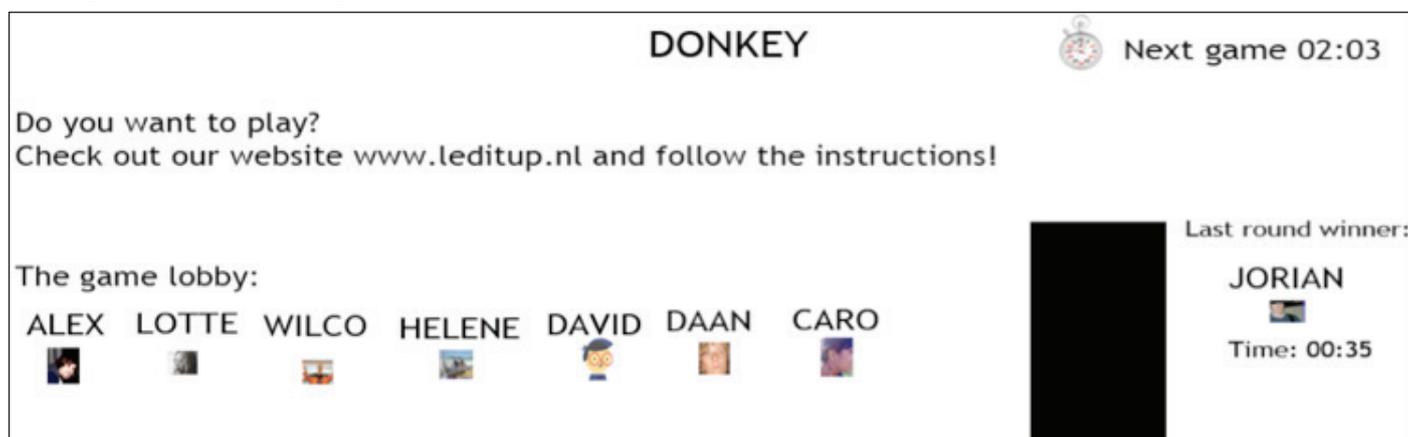
Rewards of the game:

- To earn points
- The highscores will be broadcasted on the screen
- Maybe to have the chance to be the winner within all the players of the day and to have your picture broadcasted on the screen.

What will be on the screen:

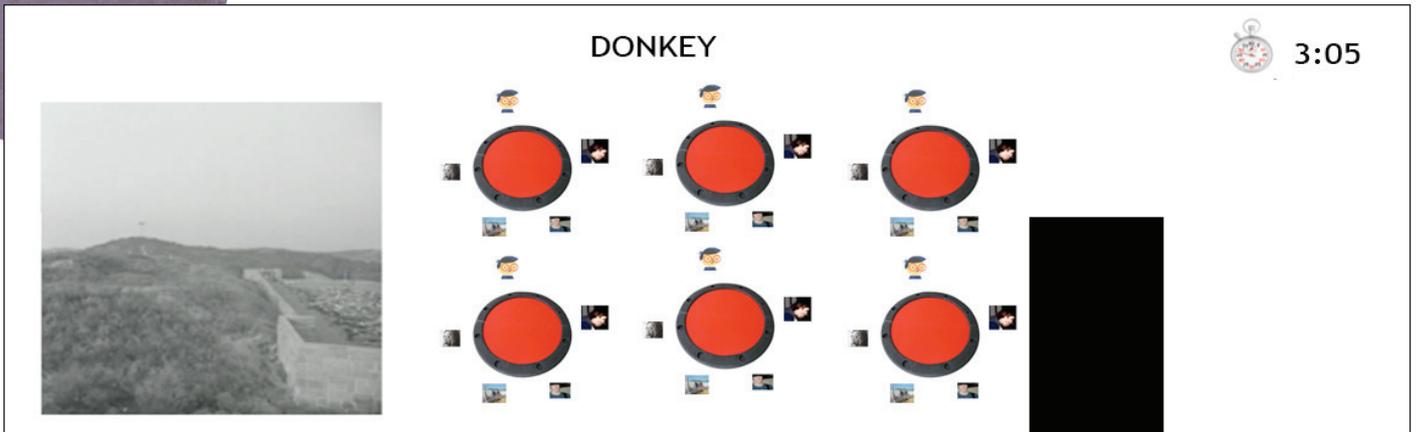
Before the games start:

- Instructions how to play the game
- Time clock when the game starts
- All the players that are all ready in the game
- High score list of the game



During the game

- The clip of Sound & Vision
- Information about the clip that is shown (text)
- The play tables with the players
- The progress of each person with the number of the same cards that they have
- Time clock when the game ends
- High score list of the game



After the game

- All the scores of the players
- High score list of the game

What will be on the mobile:

Login screen

- Facebook login
- Create your own profile



Instruction screen

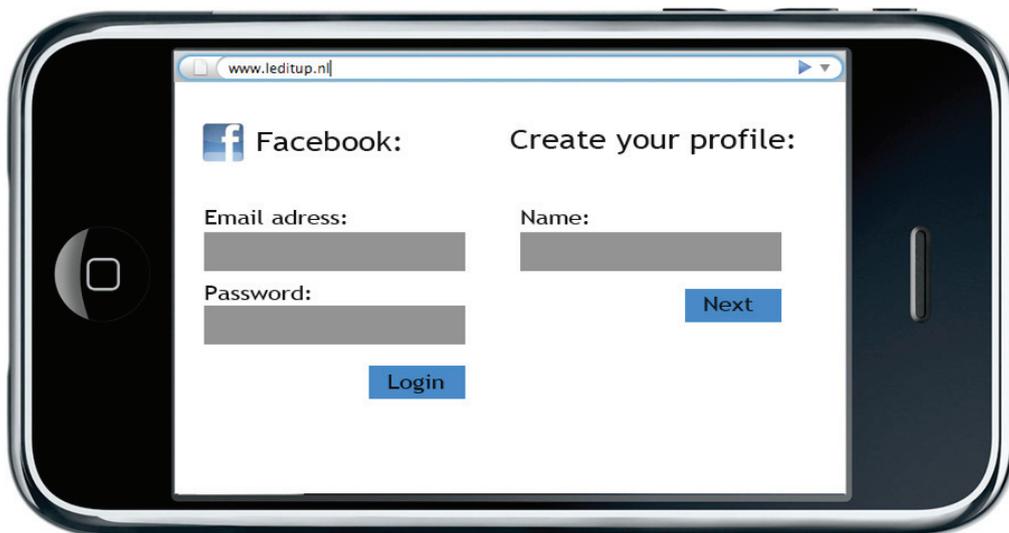
- Name of the Player
- Avatar of the player
- Points earned today
- Text with instruction about the game
- Join the game button

Game mobile screen 1

- Time clock when the game starts
- Still of the clip for the upcoming round
- Info about the clip of Sound & Vision of the upcoming round
- link to Sound & Vision
- Name of the Player
- Avatar of the player
- Points earned today

Game mobile screen 2

- Name of the Player
- Avatar of the player
- Points earned today
- Time clock when the game ends
- The 4 cards of the players
- Next question button



Game mobile screen 3

- Name of the Player
- Avatar of the player
- Points earned today
- Points earned in this round
- Next button to go to the next round/game



PART 2 | FORMAT

The overall format evolves around these 3 mini games. Through a general scoring system and visuals they are combined in a single, overall game experience. Scoring points is the way to win. By playing each game, the player will earn points. The more games you participate in, the more points you can win. The aim is to gain points to get as high as possible in the overall high score. One round is composed of 1 game. There will be 5 rounds of each game. After those 5, 5 rounds of the next game start, and so on. So even if a player is not good at Hangman or What's missing, they can still lead the overall high score list by earning more points to Donkey. People are not pressured to play games they don't like, they can either decide not to participate in the game or wait for their favorite game to start. Players can login and start playing whenever, even when games have already started. Plug & Play idea. The unifying idea is that of an arcade hall, where whenever you come back to the machine, you can check whether you're still in the high score list and start competing again.

2.1 GAME SEQUENCE

- 1 round is 1 game
- 5 rounds of Hangman (the timing will depend of the running time of the video)
- In-between screen (high score, festival material etc.)
- 5 rounds of What is missing
- In-between screen (high score, festival material etc.)
- 5 rounds of Donkey
- In-between screen (high score, festival material etc.)

2.2 TIMESPAN

- Each game have his own timing
- After 5 rounds, the screen can show something else as a 'break'.
- At the end of the day the game ends, there will be one overall winner.
- For the following day all the scores of players will still be registered.
- At the end of the festival we have 2-day winners and 1 festival winner.

2.3 SCORING/WINNING

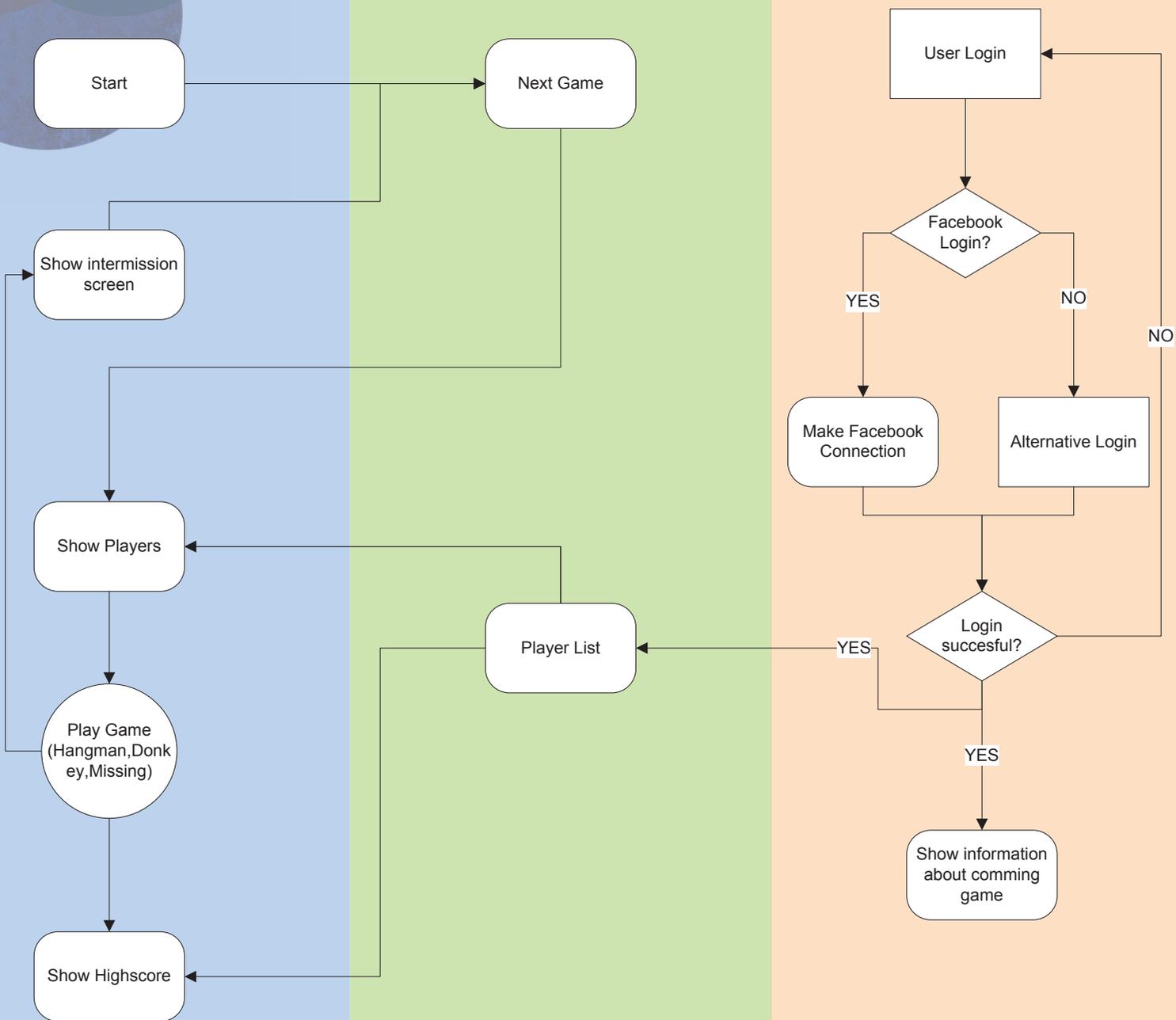
- Scoring systems of each game are based on the same scale and are combined in an overall high score list. In between games the screen shows this overall high score.
- Player profiles will be matched with their score, so if they stop playing and come back after 2 hours, their scores are still there and they can continue playing.
- The screen can also show specific high score lists for specific games. So a Donkey highscore during the 5 Donkey rounds and a Hangman highscore during the 5 Hangman rounds.
- The individual games have winners at the end of the day.
- At the end of the day there is 1-day winner.
- At the end of the festival there is 1 festival winner.

Game Handling

SCREEN

DATABASE

MOBILE

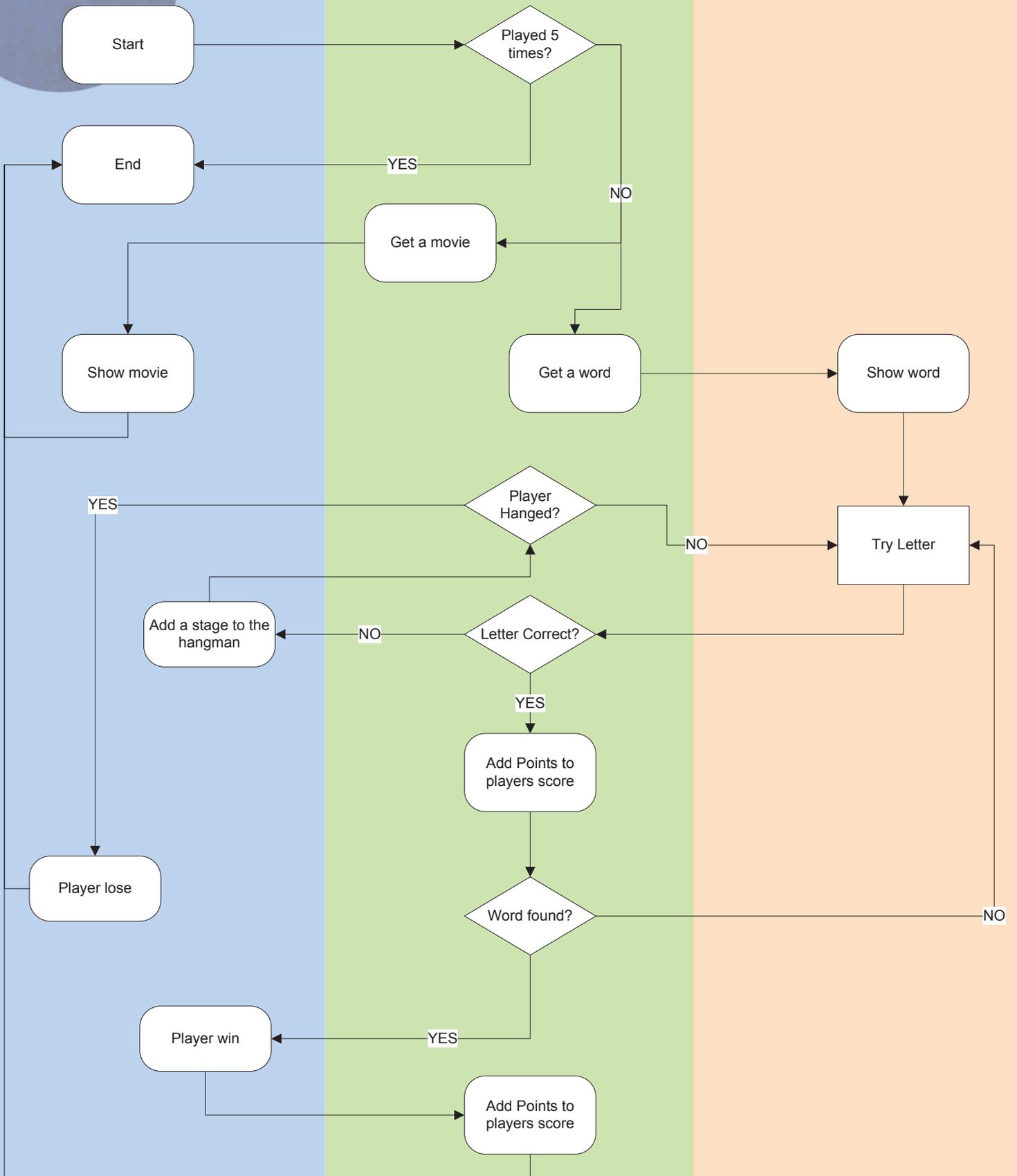


Hangman

SCREEN

DATABASE

MOBILE



SCREEN

Donkey DATABASE

MOBILE

