Mini-Battle Ground in Handong

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Background and purpose

Existing Games are too difficult to play
Entry barriers are high & hard to adapt to the game

=> It is needful to lower the barriers to entry by providing an intuitive and easy-to-use interface to those who have difficulty playing the game.


What we've done

Search & Interview & Survey & User Testing

First, we investigated the trand of mobile and computer games with an internet.
Then, through surveys and interviews, people are asked what type of games they usually enjoy and what functions they like.
After some development of the game, we observe the users playing it. Let users test the usability of the game.
Then, collect the feedback to improve the game.

Storyboard
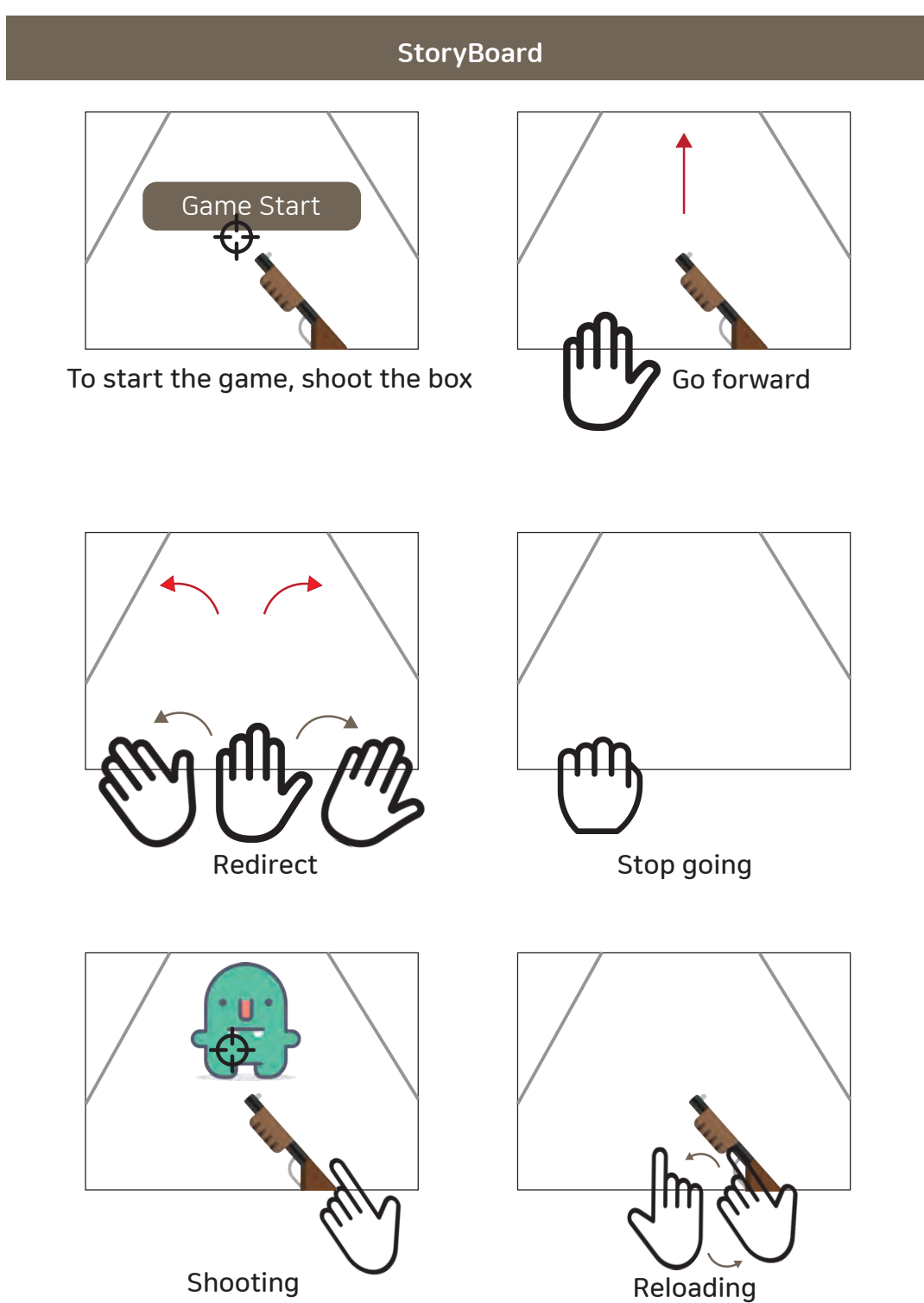
Paper Prototype
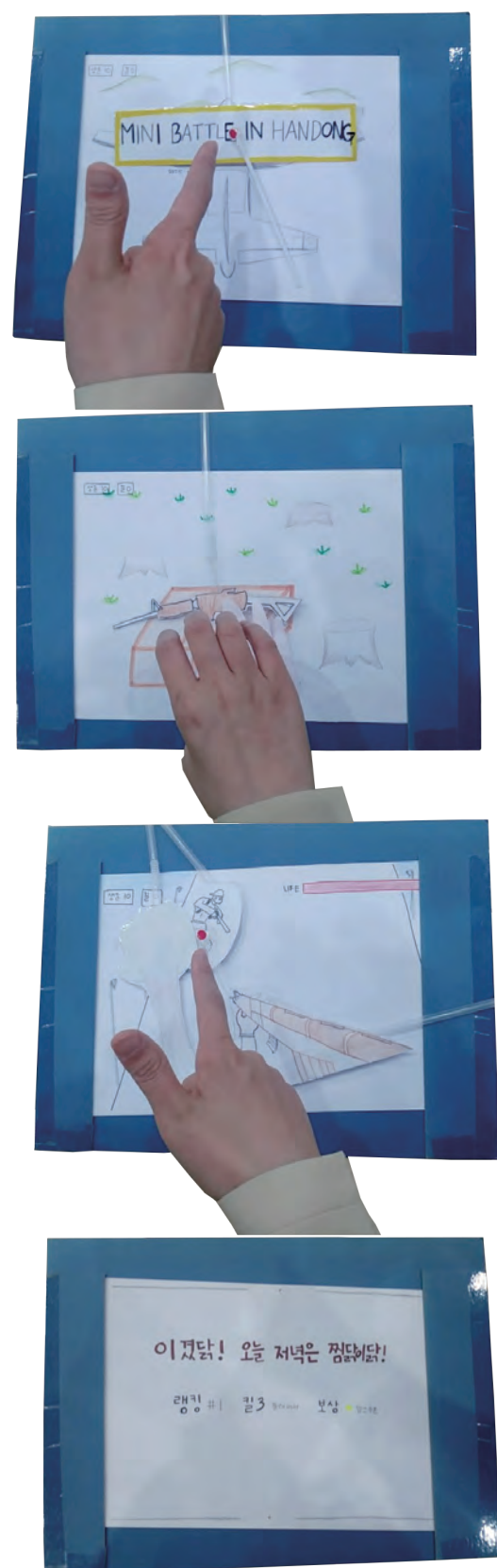
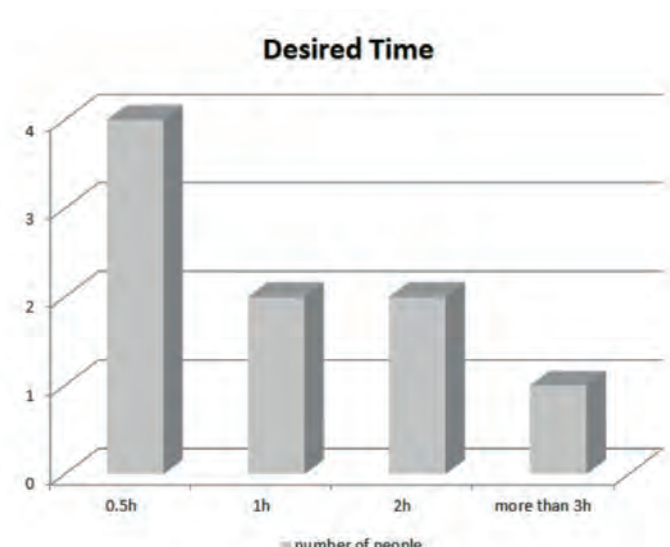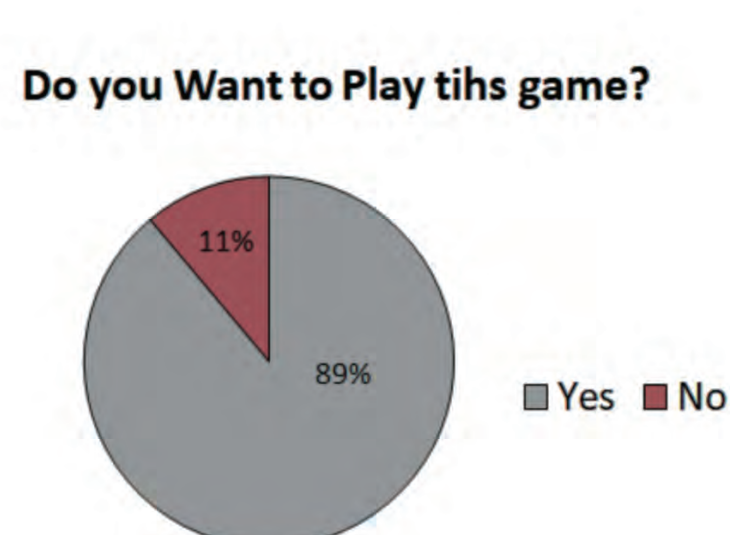## Finding / Outcomes
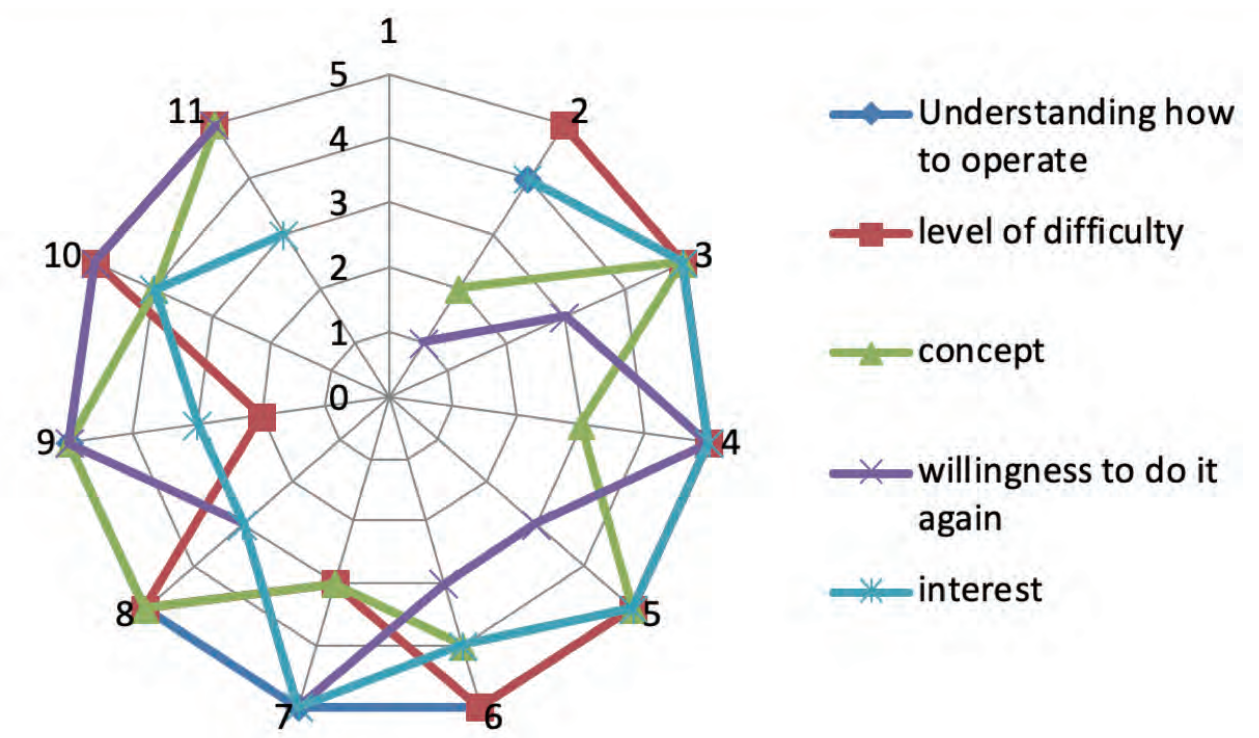
User Feedback 1

About Interacion (2 key questions)

How long would you like the game to take?

Are you willing to play this game if release?

Desired Time

Do you Want to Play tihs game?

11%
89%
Yes No

User Feedback 2

- Understanding how to operate
- level of difficulty
- concept
- willingness to do it again
- interest

According to the above graph results, most users have recognized the game's most important value, 'fun'. However, when asked if they were willing to play the game later, they were divided widely. It was because the interconnection using leap motion was incorrect. They said using leap motion is much more inconvenient than using a keyboard. Therefore, it could be a popular game if we only develop the interactive section a little bit more.

User Test

Five out of 10 participants prefer to play with lip motion,
and five prefer to play with traditional keyboard methods.

Nine out of 10 people actively participated in games with fun,
while one of them was negative about how the games work because of poor sense of direction.

Conclusion & Contribution

The goal of our study was to lower game barriers for those who wanted to play FPS games but couldn't .Some implementation of this study has been completed. User testing has shown that most people understand and follow how they behave. We achieved our first goal. Also, people with finger or hand disabilities will be able to enjoy the game, as it requires no bending of their fingers and only simple movement.
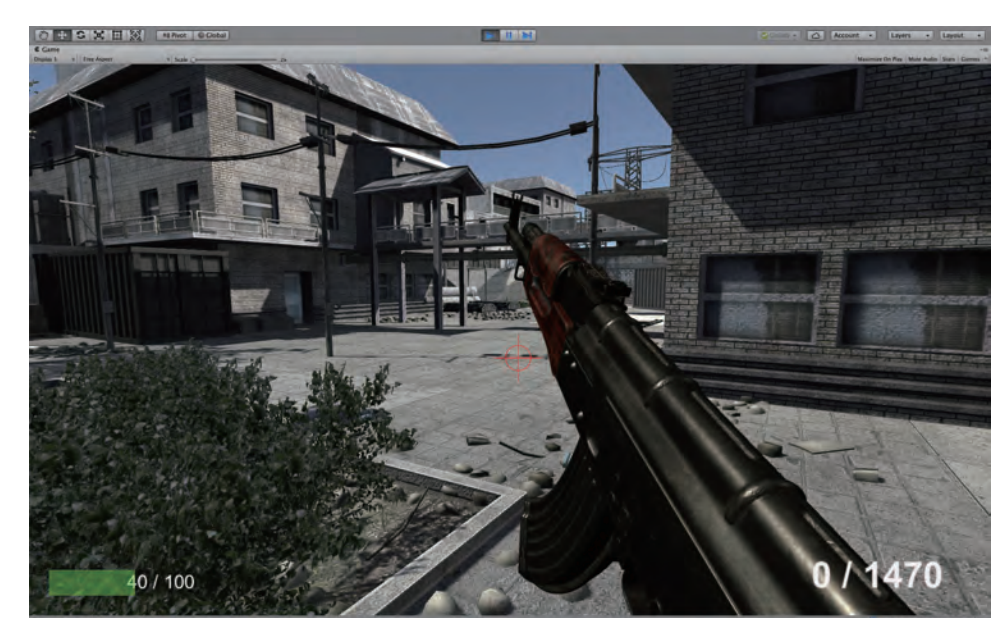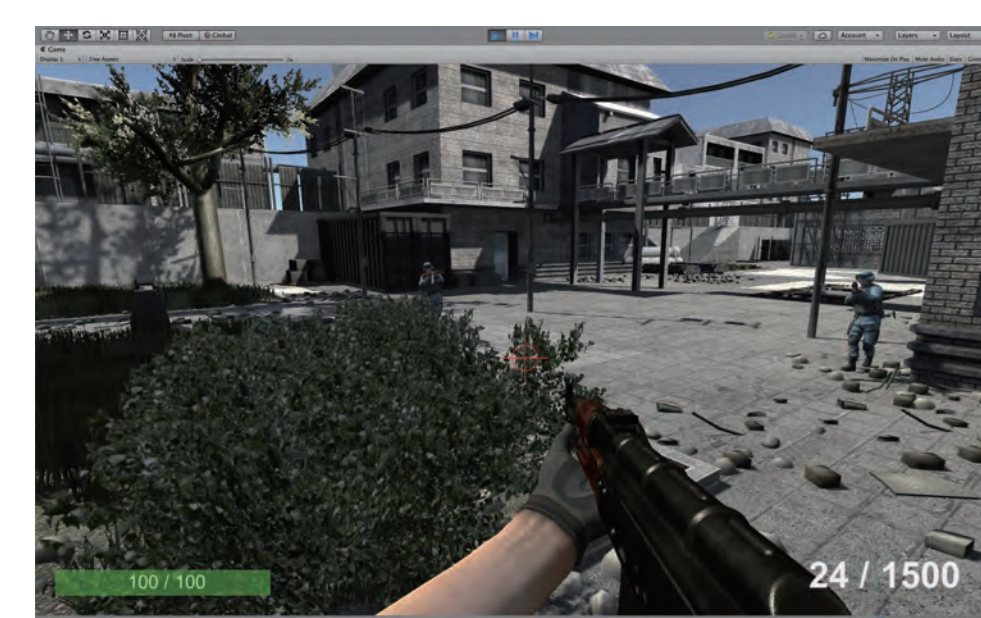
Limitation / Further Plan

Limitation

It was uncomfortable to recognize both hands freely. Using a tool called 'Gamewave', it was easy to steer, but it was difficult to shoot. Using a tool called the 'TouchLess Mac', shooting is easy, but it's impossible to steer.
Technical compromise: Movement and directional control are keyboards, only lip motion to shoot!

Future Plan

- Interacting lip motion with directional control.
- Now we are playing with a virtual character, but in the future, we can remotely connect and play with actual users.
- Create various maps.
- Adding Wounds Repairable Items.
- Put the function to run.