

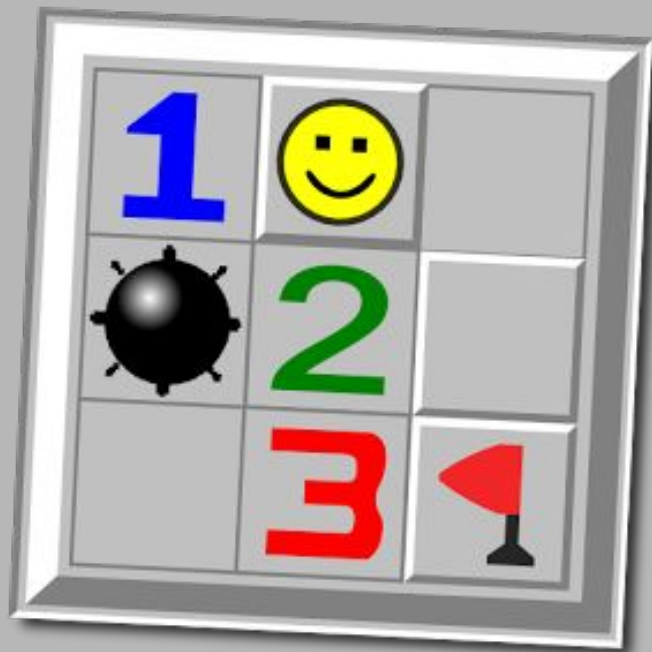
Design Candidates Presentation

Team 4

Hun-Min Park, Sang-Gyun An, JongMin Jin

Minesweeper 3D

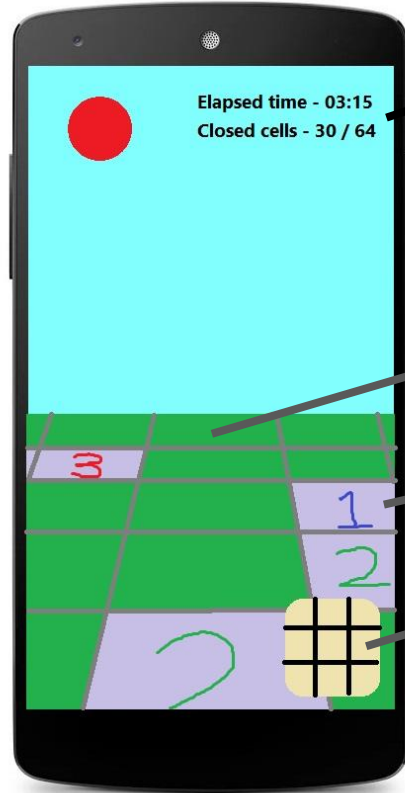
(박훈민)



Summary + Story

- At last night I was playing Windows Minesweeper.
- I was so sleepy and I started to dozing off.
- After few minutes, I felt a strange feeling. It made me awake from the sleep.
- Damn, where am I? I woke up in the strange place with grids and buttons.
- The floor I was standing was opened and showed a number.
- I soon found that this place looks so similar to the minefield I saw in the game.
- Suddenly, a voice came from the sky : “Open all the cells without a mine. You can’t escape from this place before you complete that. Good luck”

UI Prototype: Basic interface



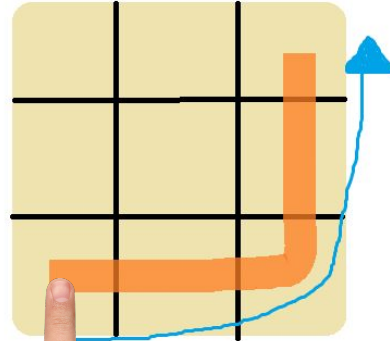
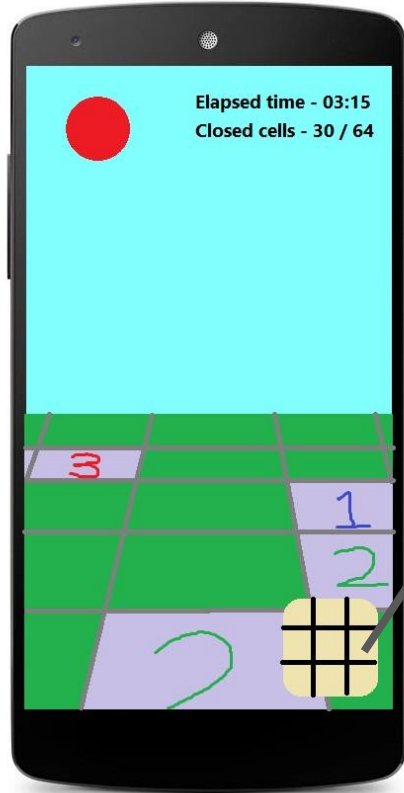
Information about elapsed time since start, closed (i.e not opened) cells, etc.

Closed cell

Opened cell

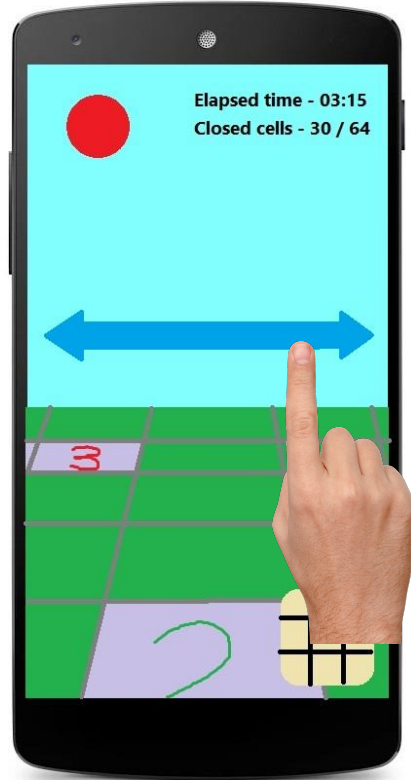
Movement pad

UI Prototype: Movement



-> Jump to (x+2, y+2)

UI Prototype: Rotate

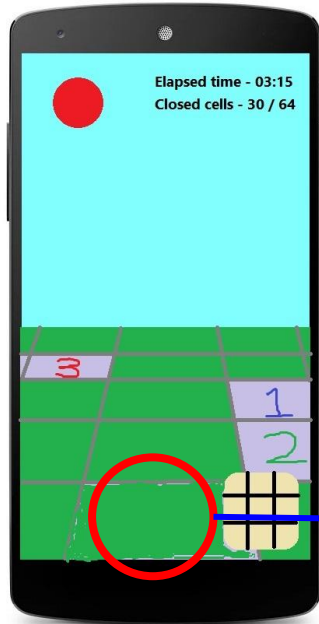


Swipe the screen to left / right

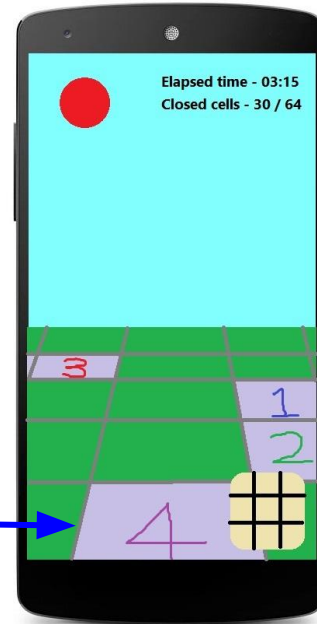
-> Rotate the camera to left / right

UI Prototype: Open the cell

Move to the new cell

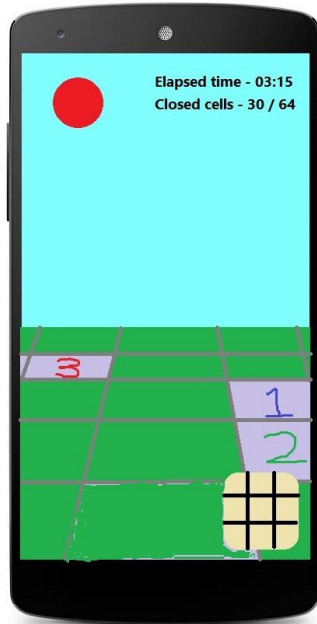


Cell is opened



UI Prototype: Open the cell

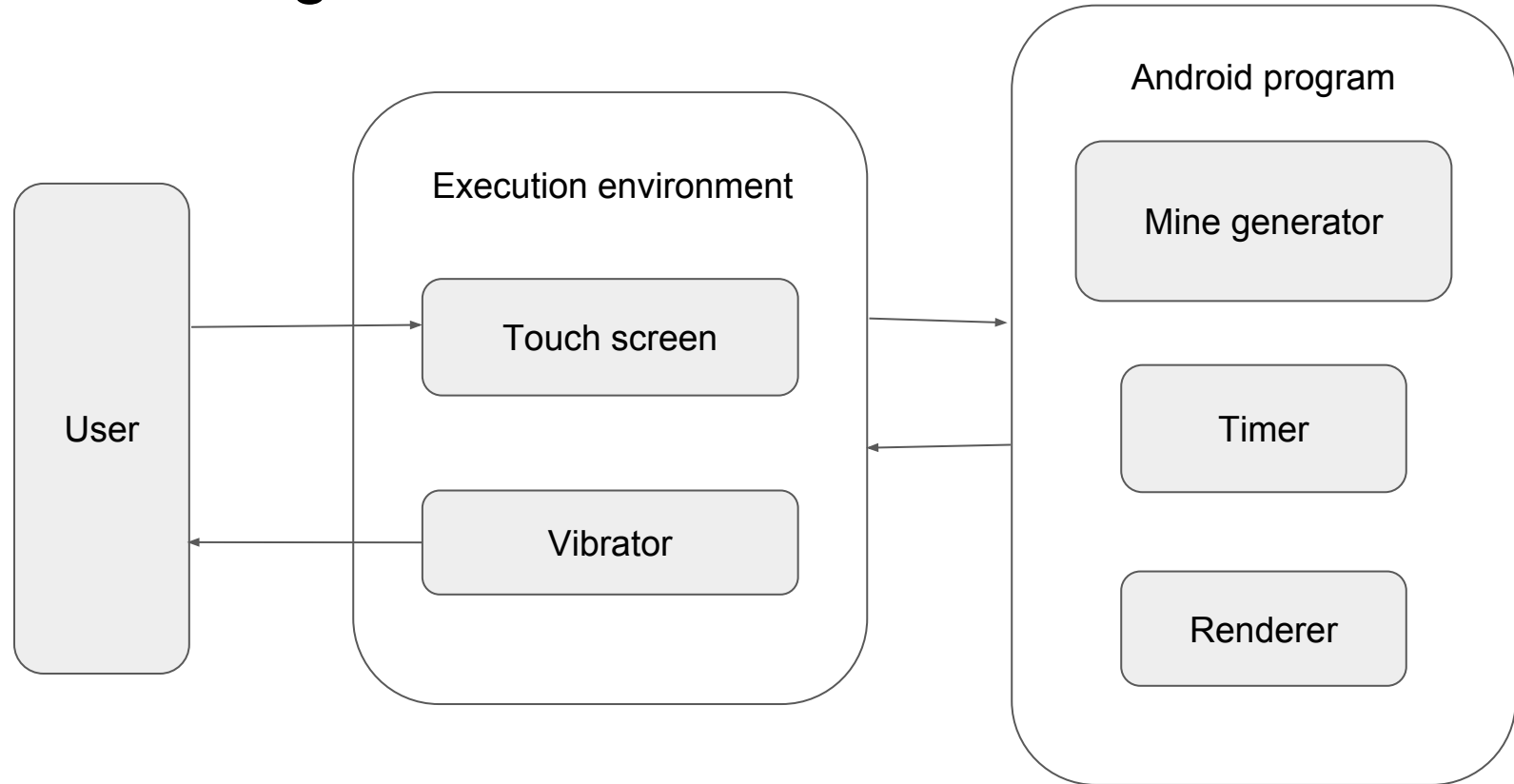
Move to the wrong cell

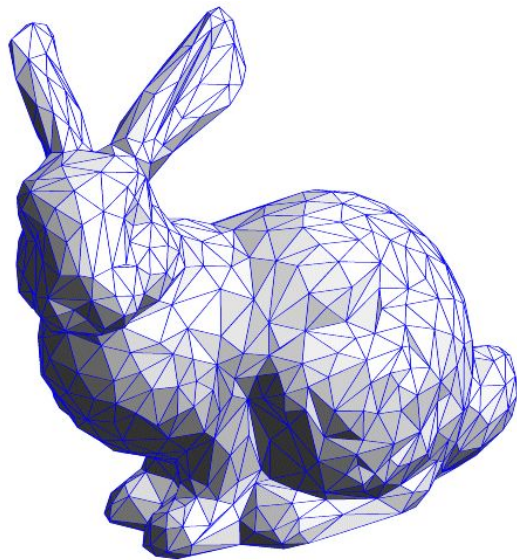


Boom!



System Design





Shading Quiz

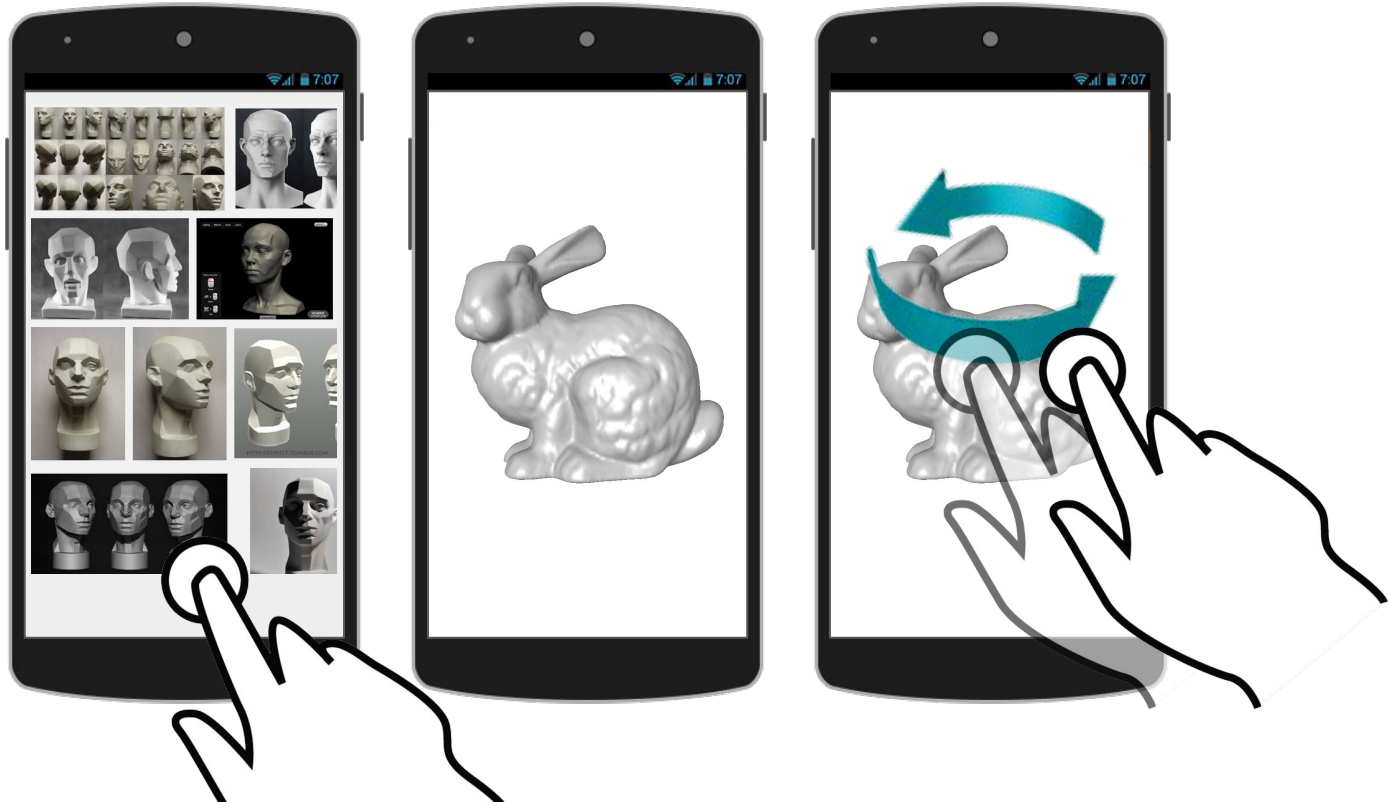
Sang-Gyun An

Summary

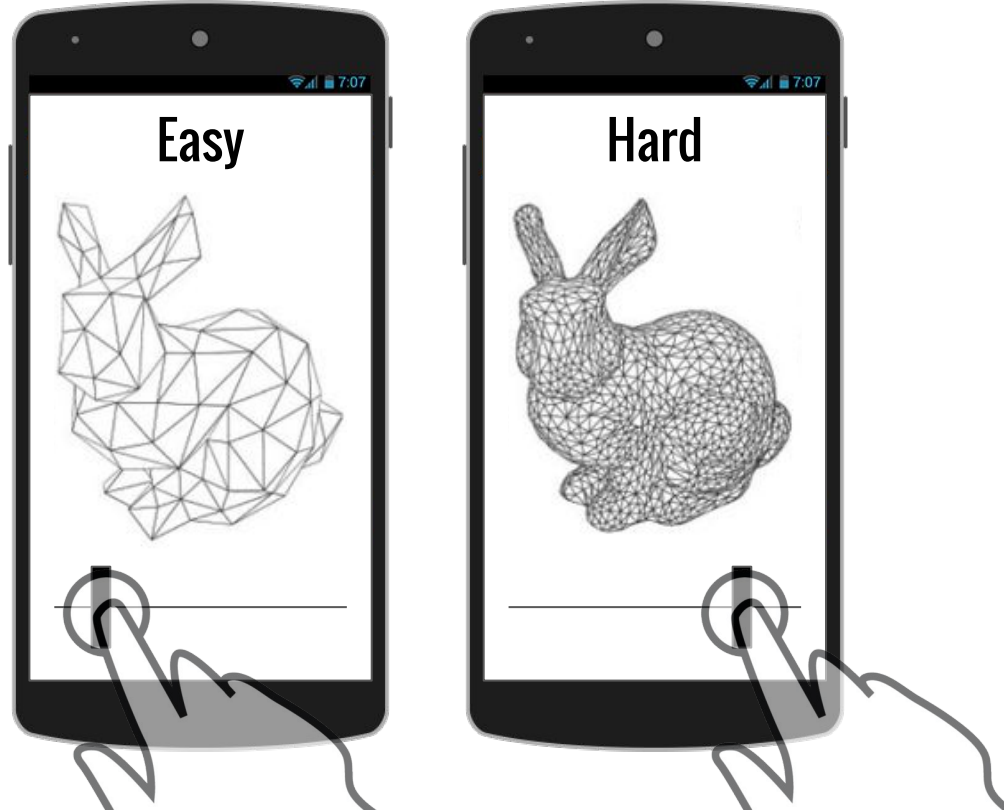
- Shading is a drawing to express levels of darkness.
- It needs basic calculation to know brightness of specific area.
- Presentation Technique (ID217).
- **Make shading as a quiz!**



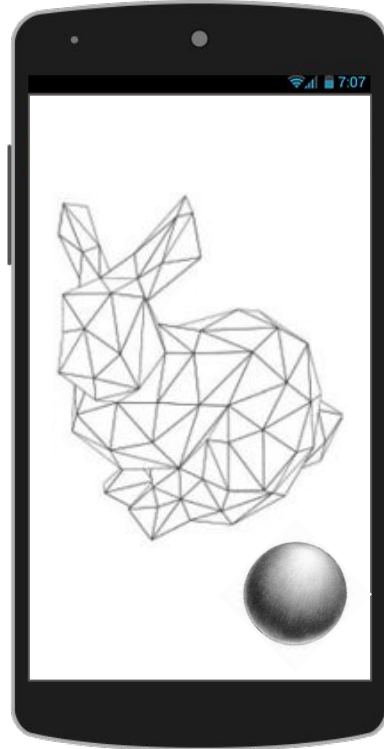
UI Prototype: Pick a 3D Model



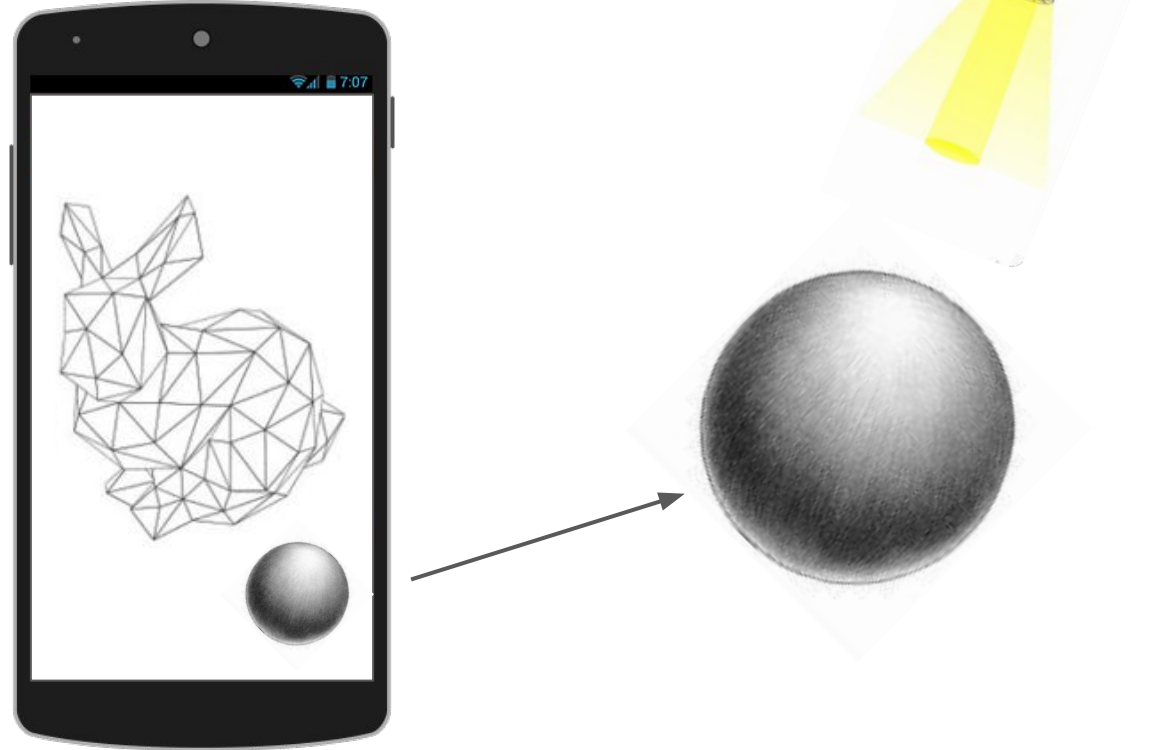
UI Prototype: Change difficulty by resolution



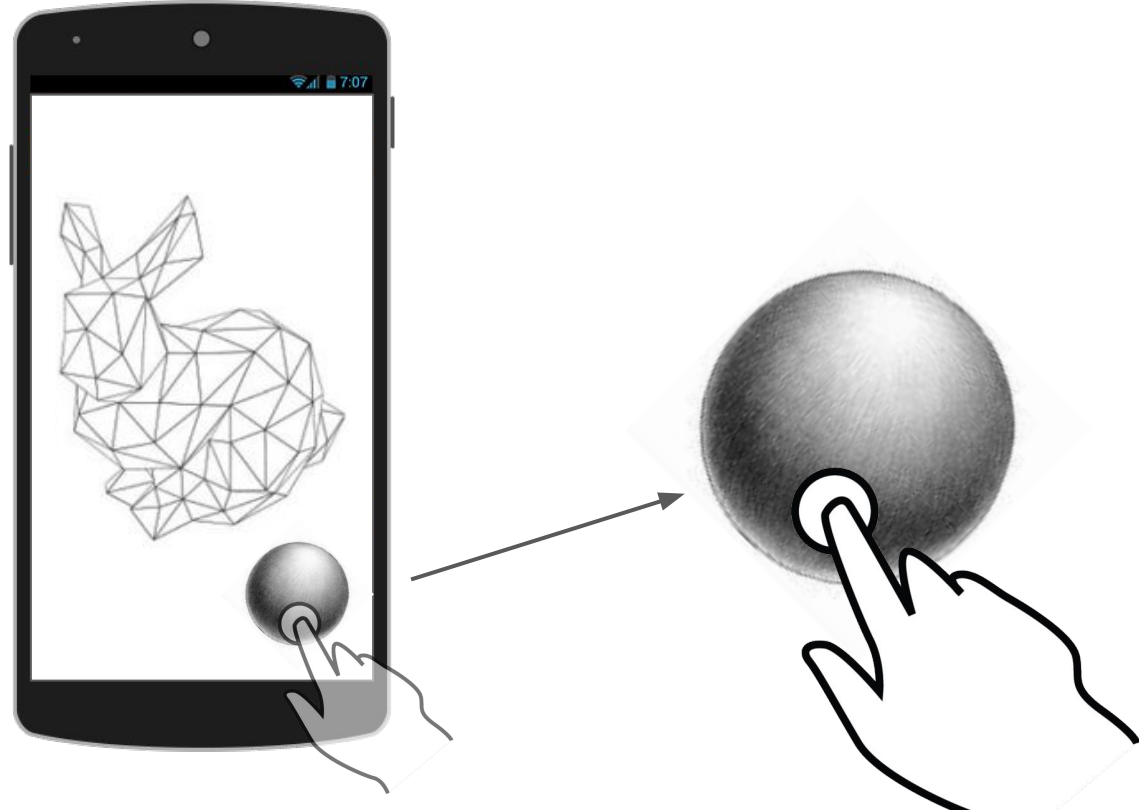
UI Prototype: Globe



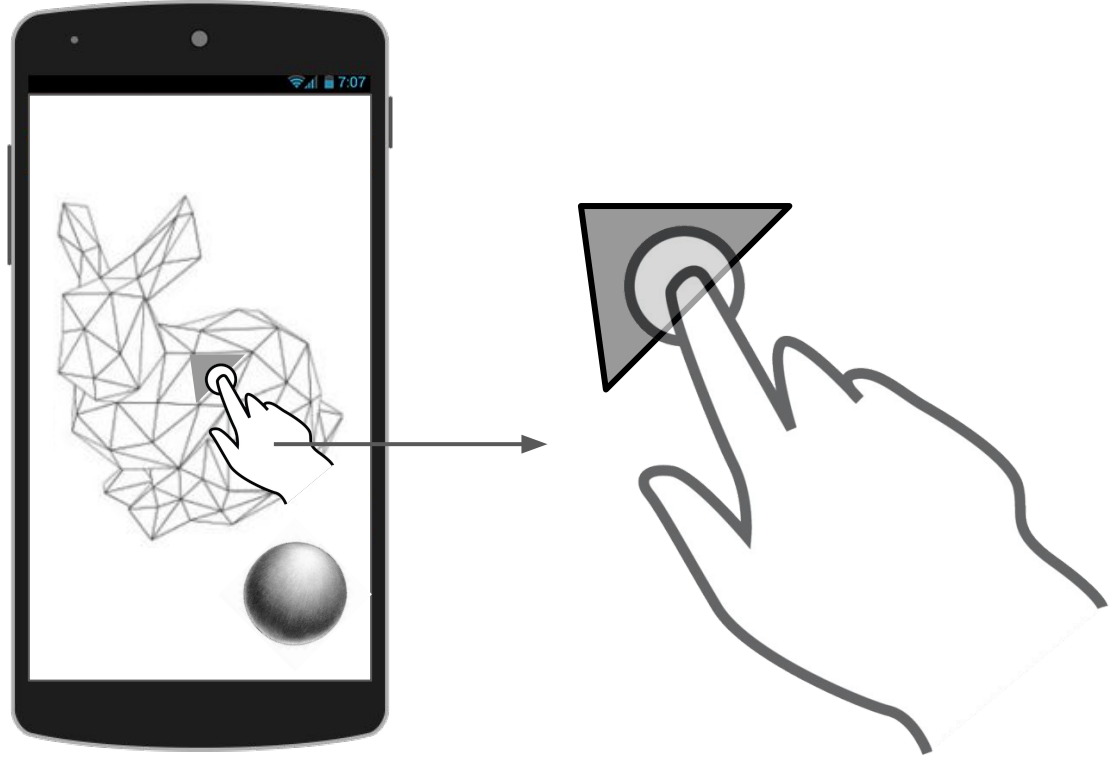
UI Prototype: Globe (Lighting condition)



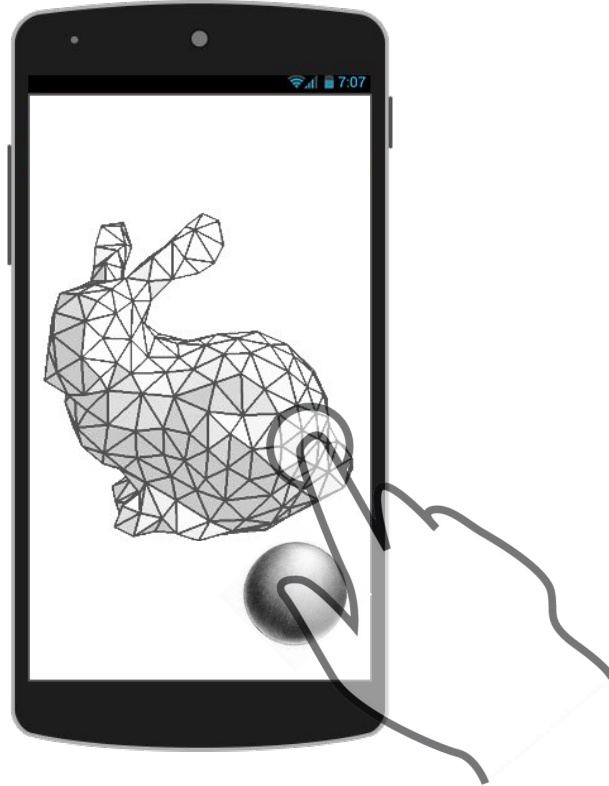
UI Prototype: Globe (color chooser)



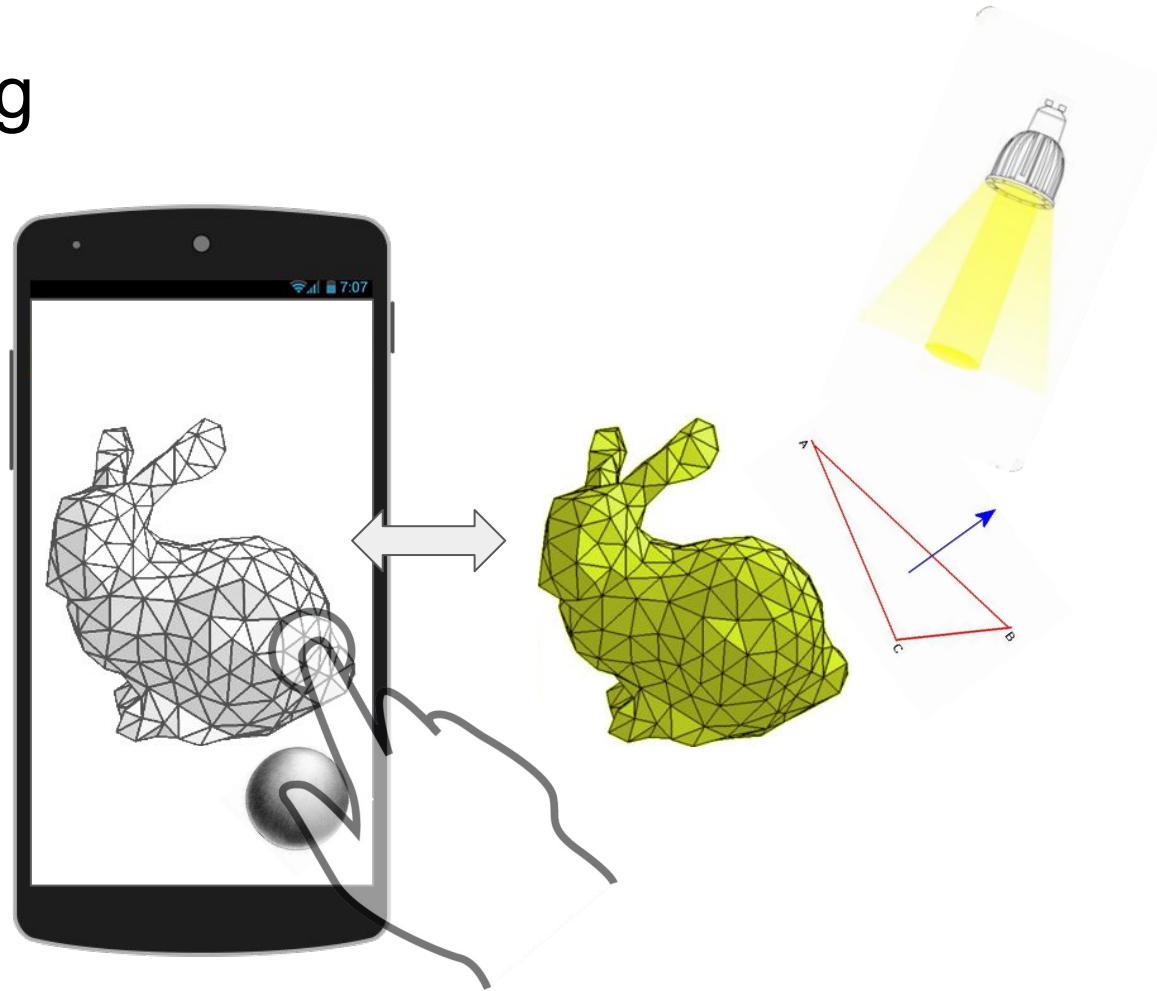
UI Prototype: Coloring



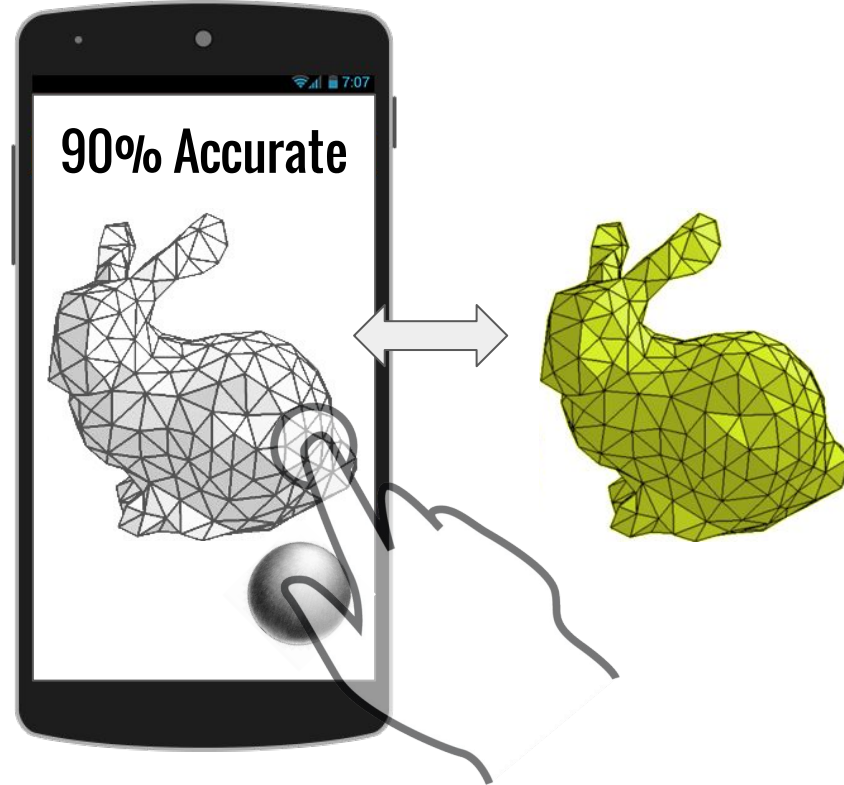
UI Prototype: Scoring



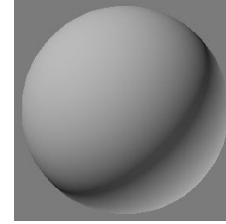
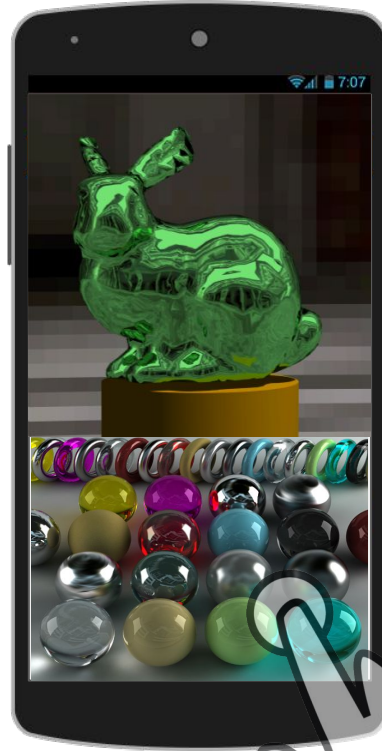
UI Prototype: Scoring



UI Prototype: Scoring



UI Prototype: Changing difficulty by material

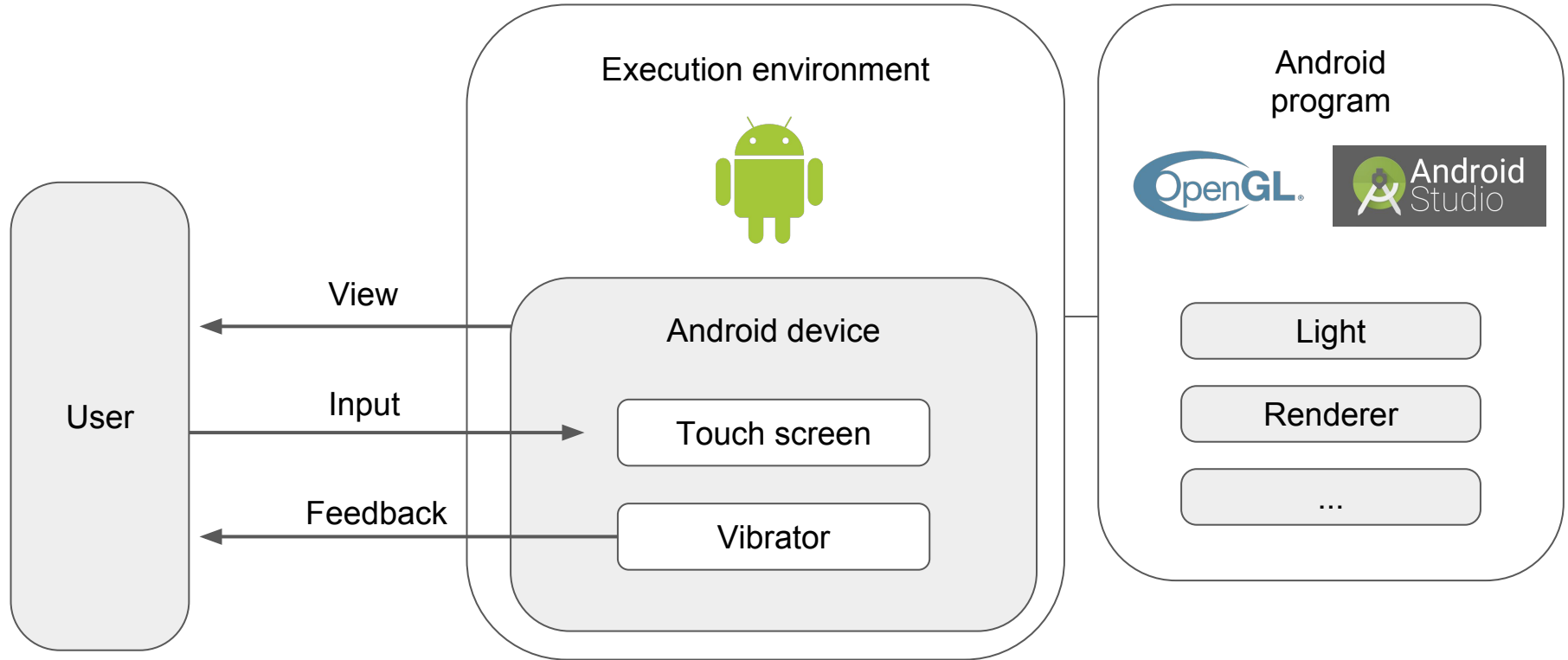


Easy



Hard

System Design



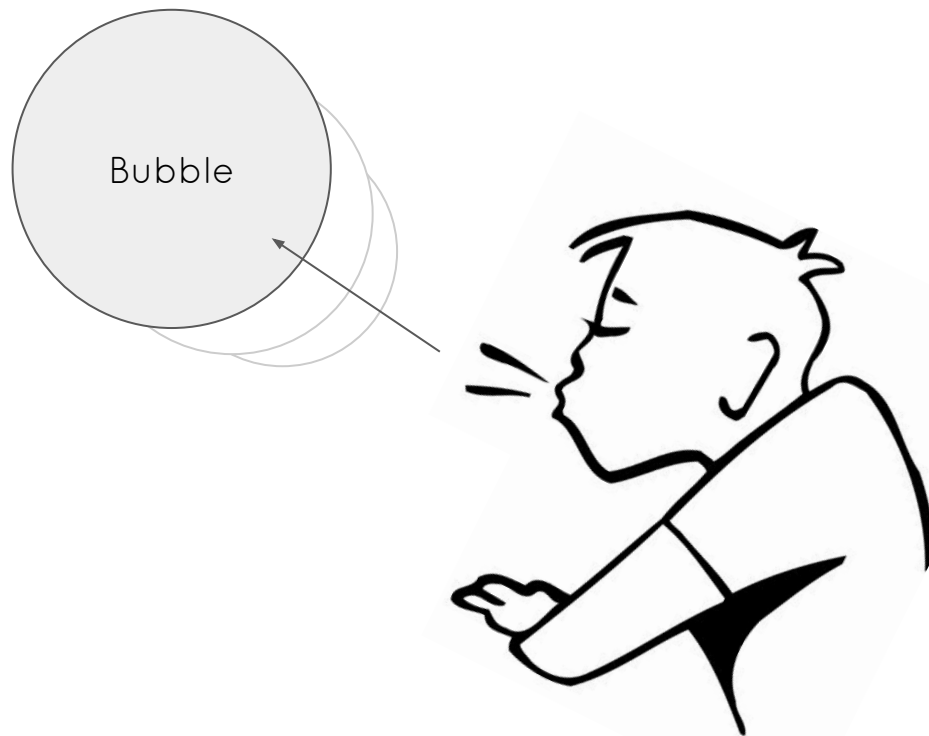


Blowing Bubble

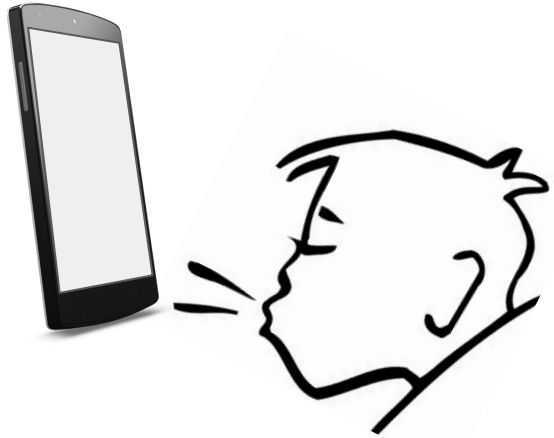
Sang-Gyun An

Story + Summary

- We used to play with soap bubbles.
- Fly a bubble and steer the direction by blowing it.
- **Try to fly a bubble as far as you can while avoiding obstacles.**



UI Prototype: To sense blow

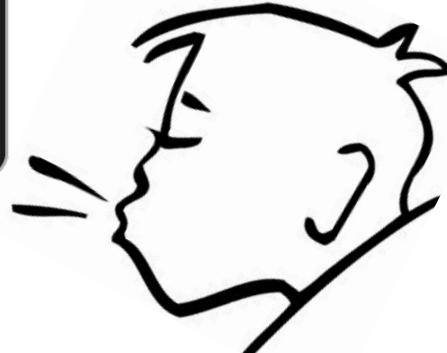
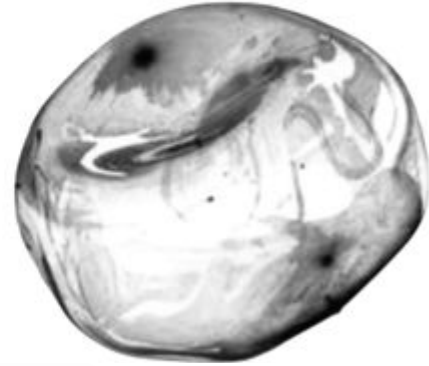
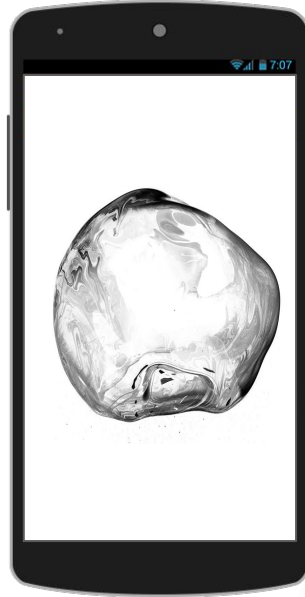
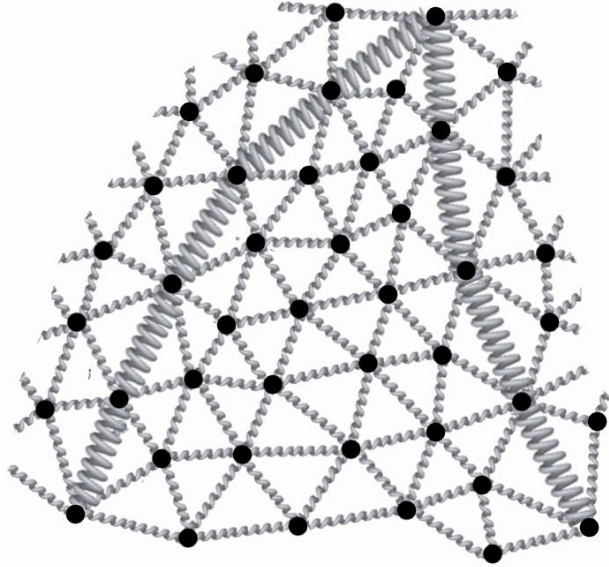


UI Prototype: Blow to start



UI Prototype: Naturally Squashed Bubble

Spring-mass model?



UI Prototype: Tilting to Look around

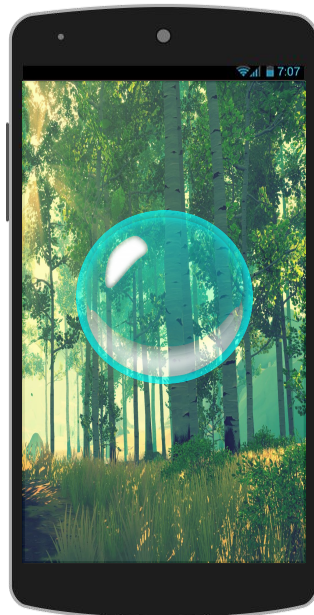
Pitch
(Rotate on
the cross product
of the other camera's
up and direction
vectors))



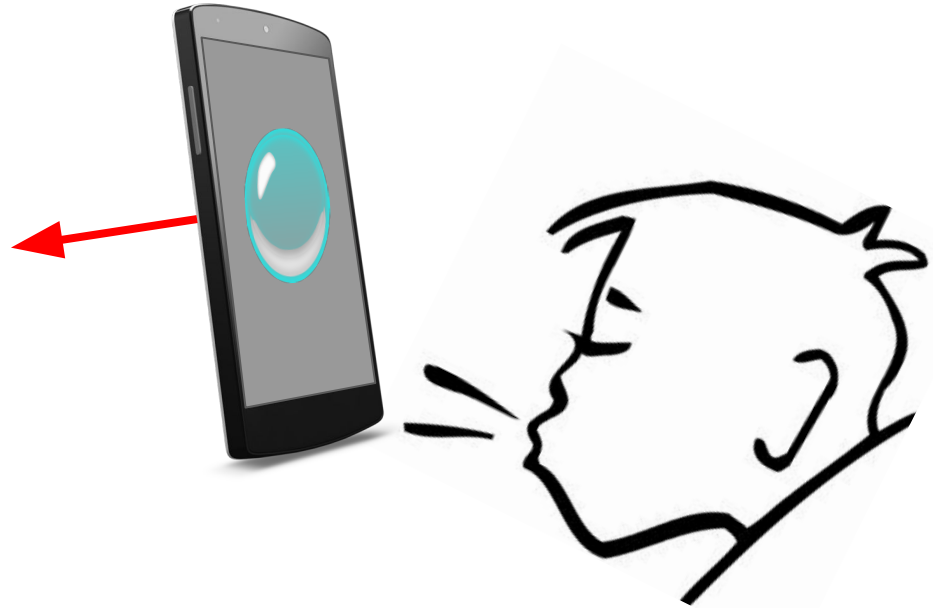
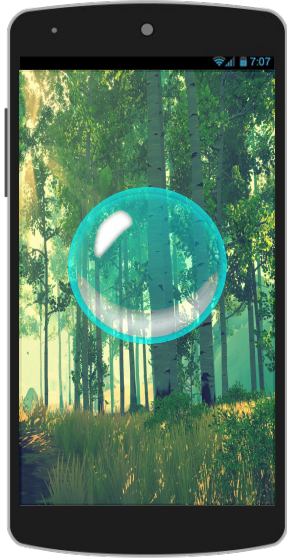
Yaw
(Rotate on
camera's up
vector)



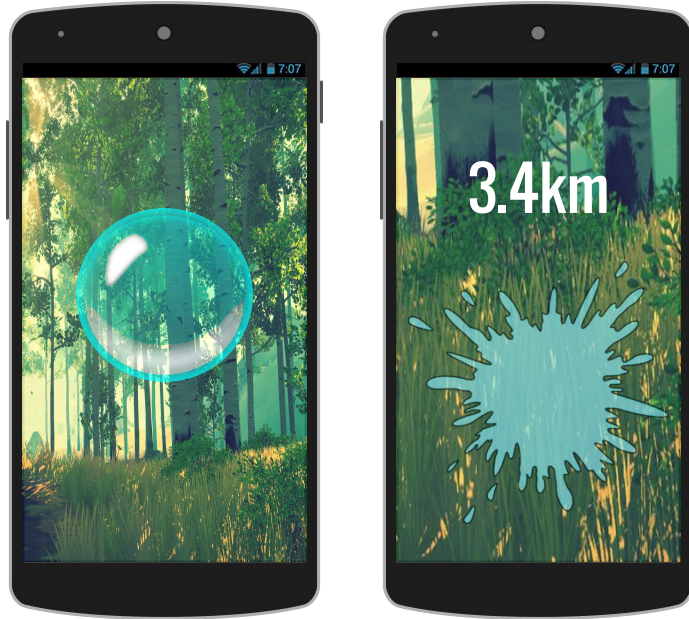
Roll
(Rotate on
camera's direction
vector)



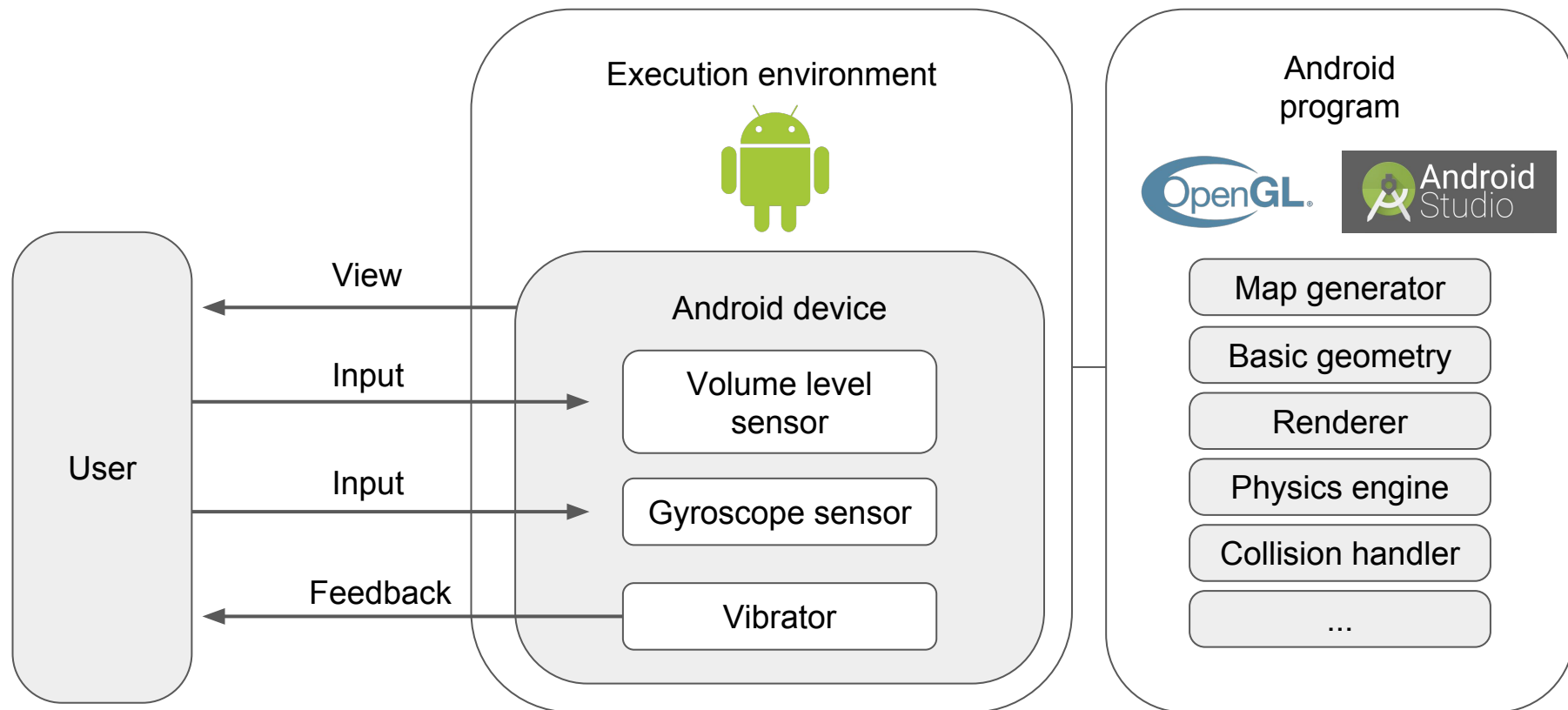
UI Prototype: Blow bubble in normal direction



UI Prototype: Bubble Bursts + Record

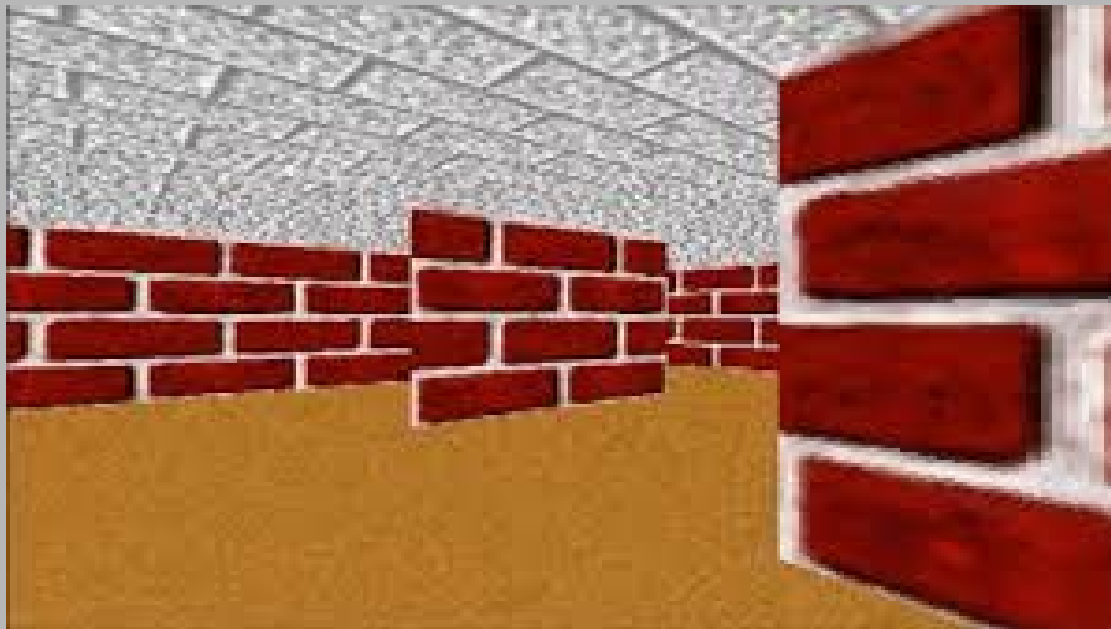


System Design



Maze explorer

(진종민)



Summary + Story

Escape the maze!

First person game

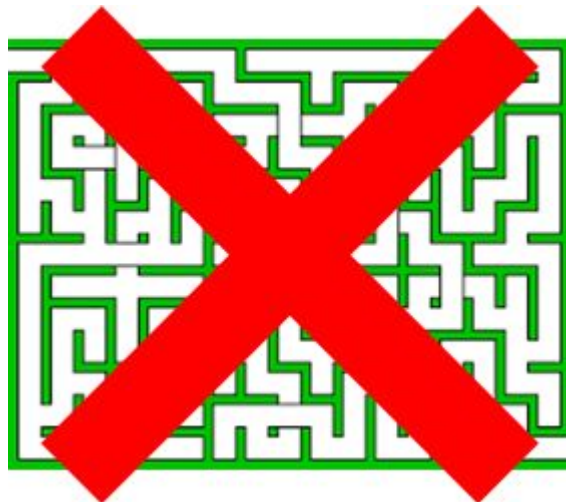
No minimap!

There are monsters at some cul-de-sacs

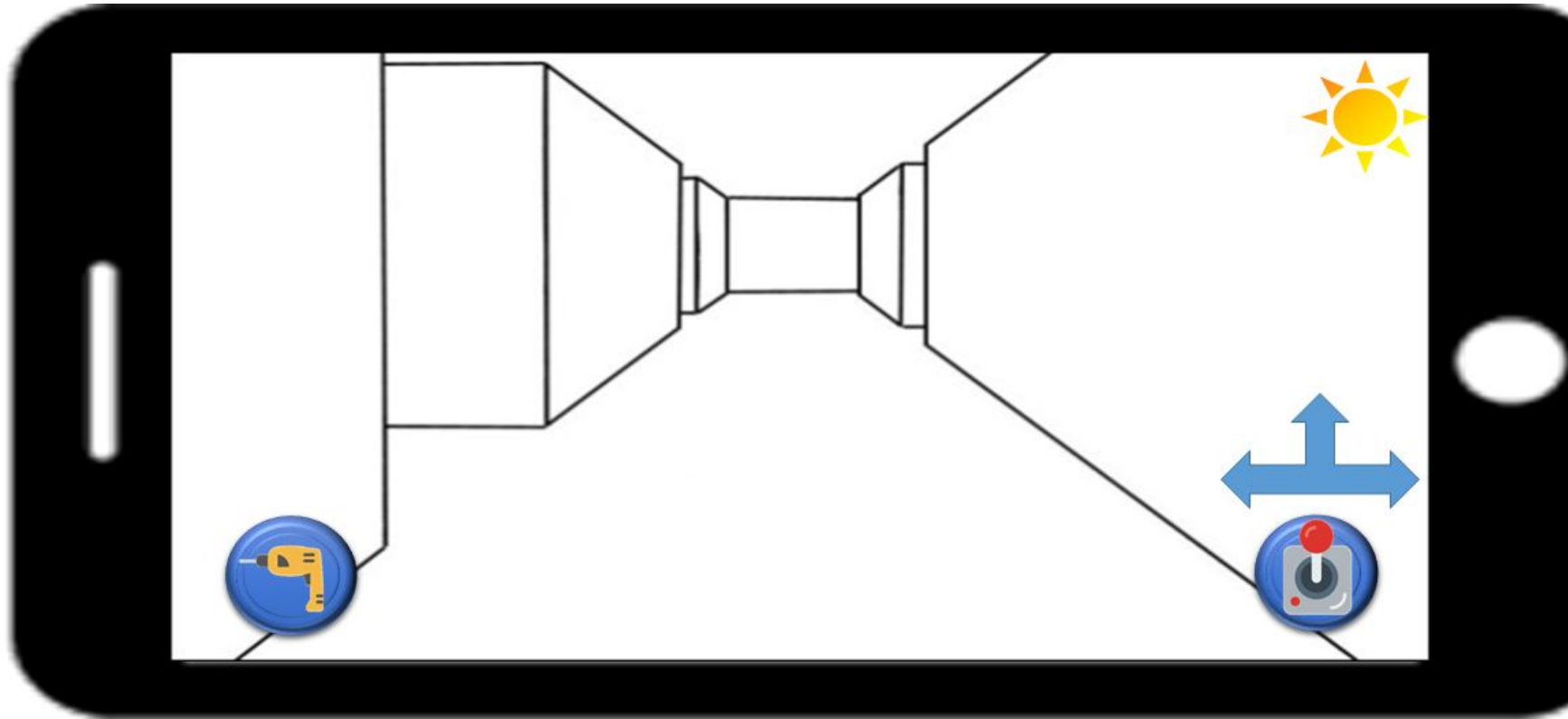
You can use drill to drill wall

Day&night

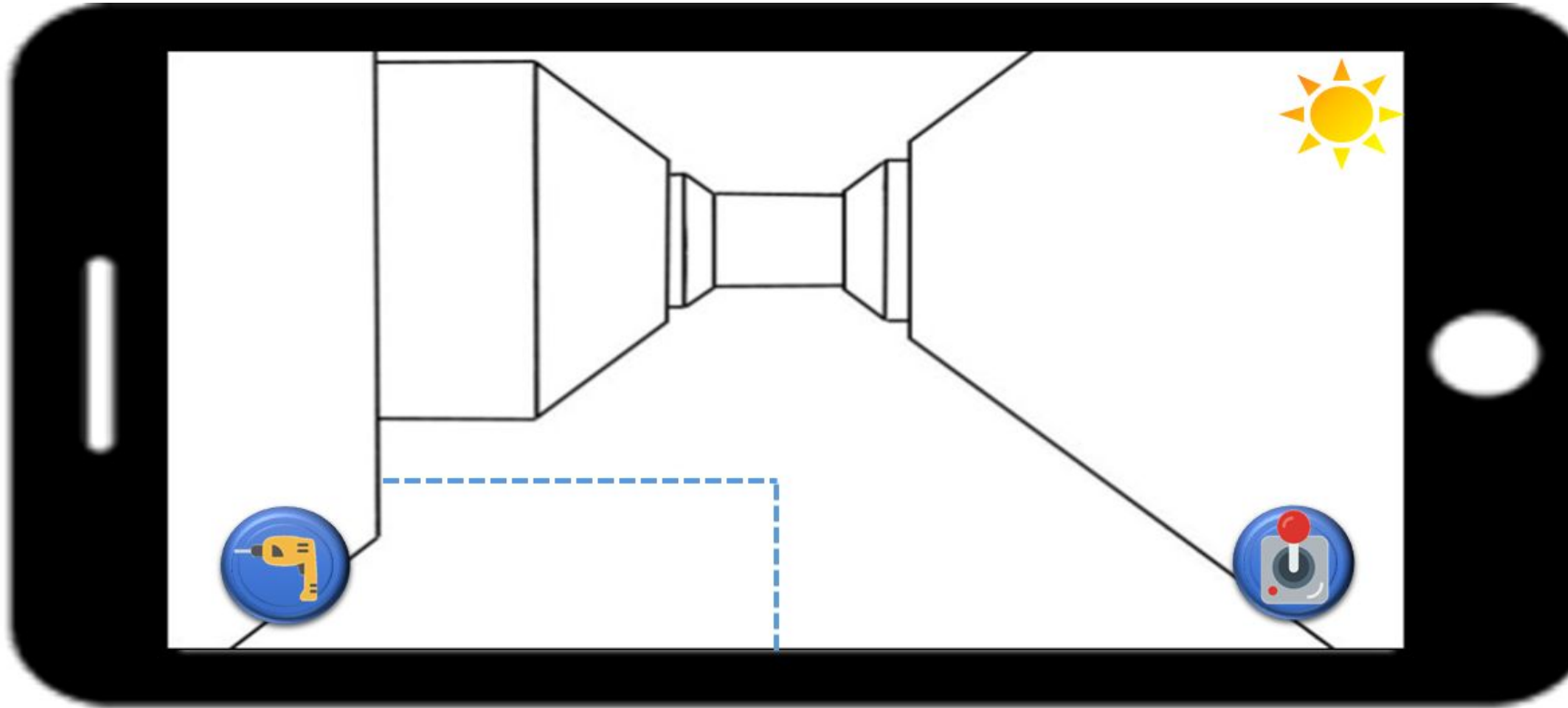
Difficulty : easy(trace) of difficult (no trace)



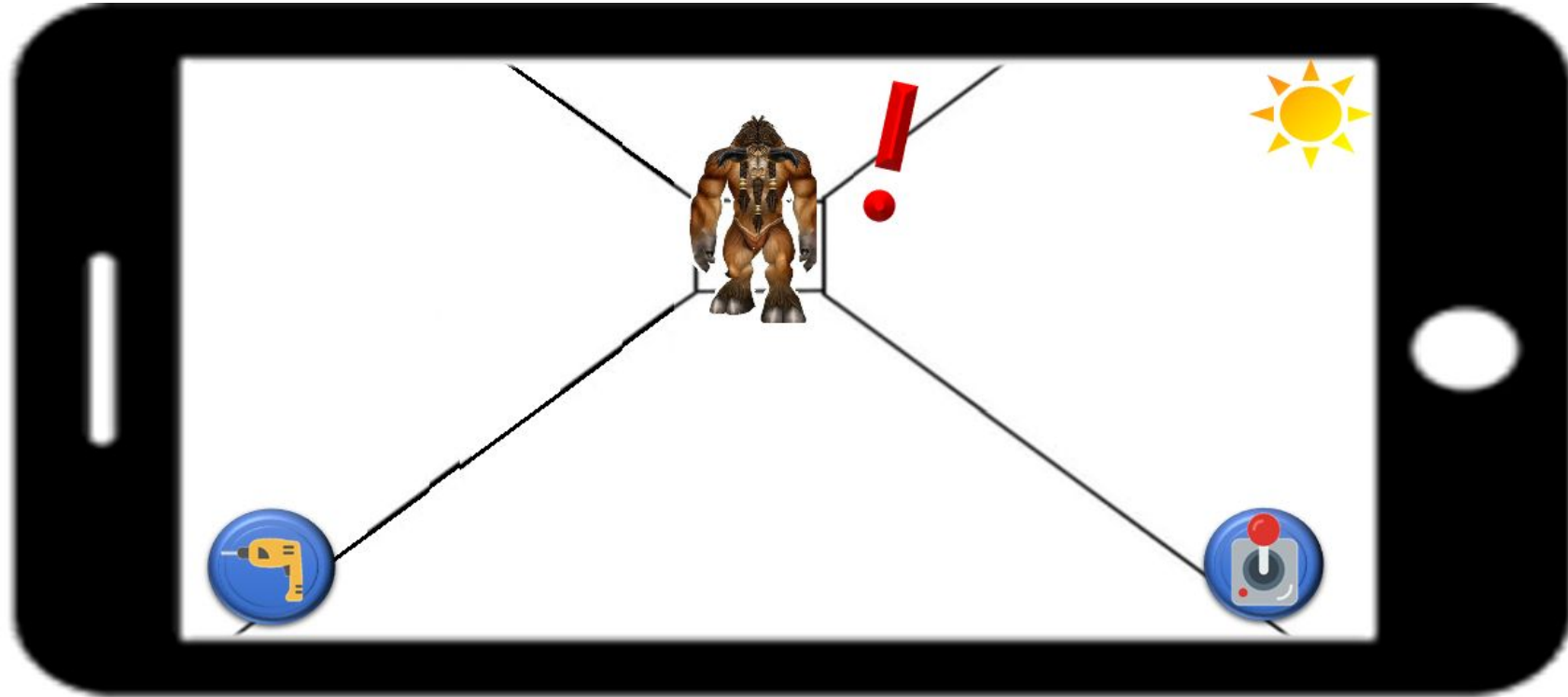
UI Prototype : Movement



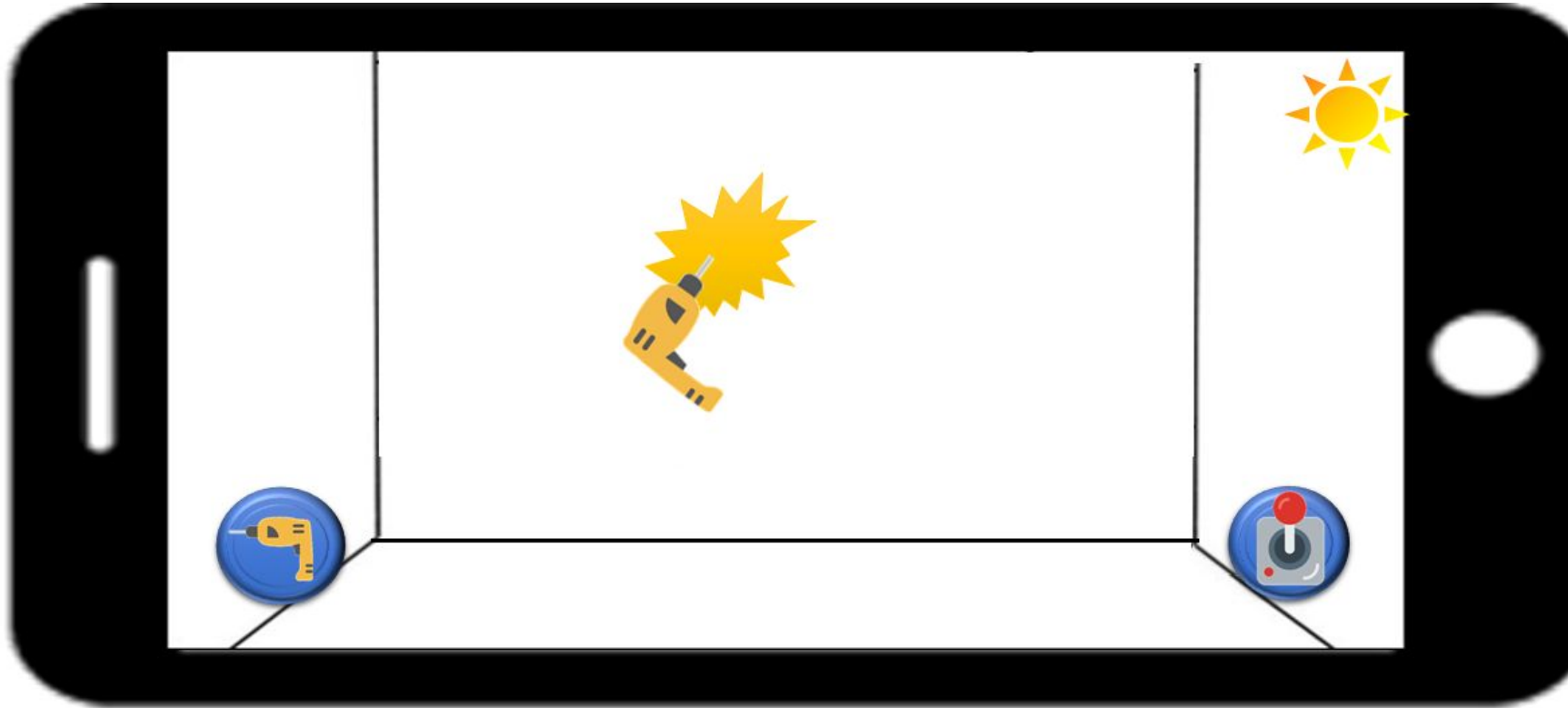
UI Prototype : Trace



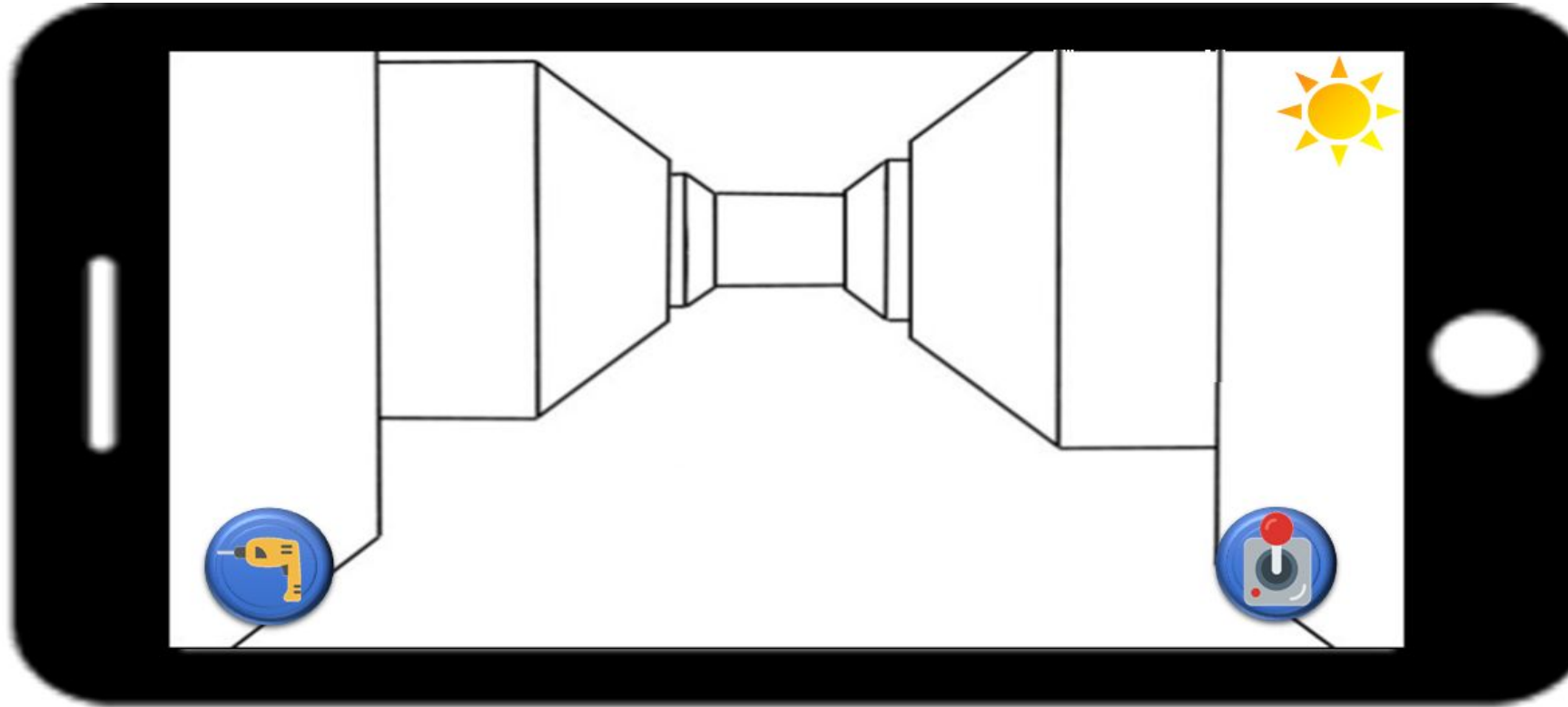
UI Prototype : Monster



UI Prototype : Drilling



UI Prototype : Drilling



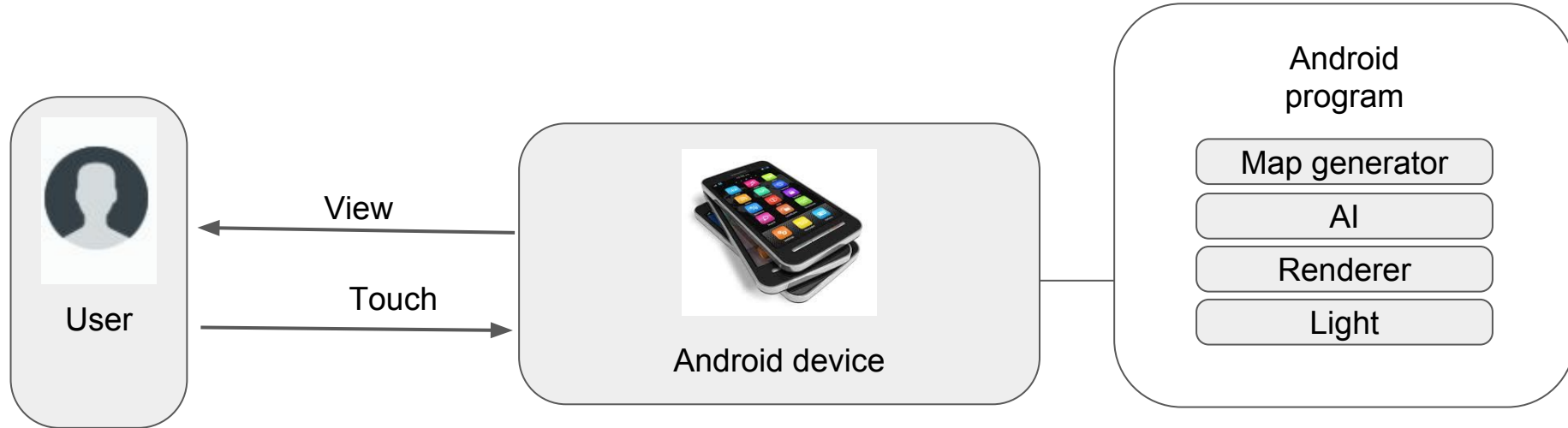
UI Prototype : Night mode



UI Prototype : Night mode



System Design



Let' Vote!!

- 3D Minesweeper
- Shading Quiz
- Blowing Bubble
- Maze Explorer