What we do:

It is a platform for *active* *group games* using peer2peer connections for Android, iOS and Smart TV.

Basic set of features

Gyro & accelerometers, relative position discovery

P2P networking (Alljoyn.org)

3D graphics engine (Open CL ES/ Render Script / Unity)

The platform

The platform consists of simple Graphics Engine, Physics simulator and Web Services

Graphics Engine is a thin wrapper with some extensions on top of OpenGL ES

Physical model provides basic simulation of slip/friction, simple mechanics for motion and collisions

Web services: 1) invitation to the group on the basis of various criteria 2) gamers profiles management 3) scores / ratings / discovery

First prototype:

The game situation should make co-located participants push & bump each other – such a way of active entertainment. This real word process of ‘pushing’ will be stimulated and controlled by game logic. Actually, we are approaching human behavior in active group games for ‘new gaming experience’.

Two or more participants co-located in close area. Everyone holds 7 or 10 inch tablets.

After pairing, deep well (castle tower) appears in 3D perspective on everybody’s screen with participants’ figures on its bottom (the Mario). Goal of this game is to capture falling coins and skip meteors.

Relative moving of tablet will change fictive perspective of view making illusion player see the tower from different angle (his look top to bottom). When one’s player tablet tilt the figure of Mario slips in appropriative direction and accelerates. This motion is shown on all screens in this gamming session.

Collisions between figures as well as application of relative forces in slip direction may be interpreted as another source of impact on individual figure motion. Such a way one player may impact behavior of other’s player figure. For example in session of three players two of them may have a coalition against other. It will provide their superior.

Objects and interferences in the game will be simulated as a physical bodies and surfaces. For example, some part of territory might be more or less slippery, etc. Collision with some objects may change figure strength or other property, like ability to move for some period. For example, water fall on one of sides of tower may stop player from act for few seconds or the like.