

Further Development

From prototype to finished product

The initial task after finishing the prototype is to focus on making the game into a finished product. This entails to creating a user interface that have professional graphics and unique aesthetics. We also need to remove as many bugs as we can.

Ideas for further development

General improvements

We would like to expand the game by having more tiles and colors as well as special tiles with different effects that are dependent on other bus signals and/or real life events.

Have a more sophisticated high score system, e.g. You can see score from one station to another, only players on the same bus as you or only your score. Allow player to select different difficulties and have increased difficulty depending on how many times a player have already played that route.

More interaction with the world

As of now it feels like the doesn't have as much connection to the bus as we would like to. This could be improved by implementing more signals with other effect than just giving score. For example use signals like: which way is the bus turning, at what speed is it driving. Examples of interaction with the real world could be with other vehicles and landmarks.

Cooperative mode

Many players can play in the same game summarizing their scores at the end of a round, or on a bigger board with a 9x9 and three or more in a row. In order for this to work we need some interaction elements between the players for example special tiles.

Competitive mode

Many players could be playing on different boards against each other and buy bad tiles for their opponent. The player with the highest score at the end of the bus trip wins. One idea is having one person matching colors and the other matching letters, making a strategic element where you want to hinder the matching of the others while benefitting yourself.