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ULTIMATE NINJA FOR KINECT

(working title)

BASED OFF: Ultimate Ninja - a simple game designed for two or more people that is easy to learn and fun to play. You may see teams playing it together after a school sports game or played at college as an icebreaker game. It tests reaction time, hand eye coordination and improves intuition.

RULES:

1. Two Roles - Attacker and Evader are determined at the beginning.
    a. ATTACKER - Tries to hit the other players hand in one smooth motion. He can take as long as he wants before attacking.
    b. EVADER - Tries to dodge the incoming attack and only after the attacker starts moving.
        i. NOTE: If the Evader moves before the attacker he must move to the starting stance with hands by their chest.
2. Roles Switch
    a. Players must stay in their positions as roles swap.
    b. there is a short break during this period for players to regain their balance and plan the next attack.
3. Winner is determined
    a. The first to hit the other players hand while attacking wins.

WHY MAKE THIS GAME?:

1. Look back to the e3 2009 demo reel of Kinect (when it was still Natal) and review the first scene involving the fighting game. There have yet to be any games that emulate the type of gameplay showcased.
2. There are millions of Kinect owners around the world and there are barely any Kinect games that have had mass appeal. Ultimate Ninja for Kinect can be that one game that brings core gamers to Kinect and usher in a new genre of fighting game.
3. Learning comes naturally, a fighting game where you are expected to block punches or kicks feels incomplete when there is no **tactile feedback**. Ultimate ninja is mostly involves waving at air when played in real life, allowing it to translate well with Kinect lack of tactile feedback and not feel wonky.
4. It has lots of potential. Imagine fighting a doppelganger of yourself the same as you can in Forza 5. Battle against numerous foes ranging from hardened fighters to multi armed Hindu gods/goddesses.
5. **Latency** is a non issues with this game. The delay between rounds also acts a buffer of time for the Kinect and Xbox live to make the game feel fair and balanced for both players, and most of all responsive and smooth.
6. It shouldn't take long to develop. The main challenge is hand tracking.

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(*SCENE FROM THE E3 2009 NATAL DEMO REEL*)

GAMEPLAY MECHANICS:

Reflexes are tested because the defender cannot move until the attacker begins his attack. The Attacker can wait a couple seconds before moving to try and catch him off guard or try and have him lose his balance if his last attack left him in an awkward position.

If the attacker is slower than the defender he can still adjust his tactics trying to read the defenders reactions and striking where you'd think they will move their hands.

Voice control can also be used as part of the user interface for pausing and other functions. Because the player is not allowed to move during gameplay.

More ideas include reading each players heartbeat for ambience or as another thing to know about your opponent. If your opponent has a faster heart beat it means you are challenging them. And the more they are pushed the more of a work out they get.

This game can also produce a lot of data, of reaction times, BPM, and form/posture. The more people playing the game the more you can use that data to improve the game and other Kinect titles.

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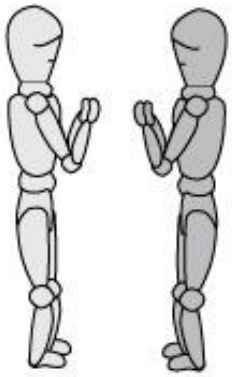
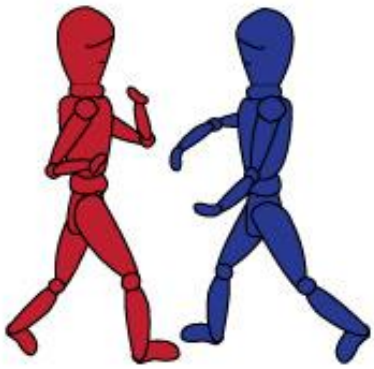
Starting Stance

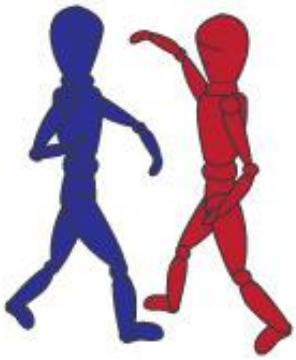


First Move and Roles Decided



First Attack unsuccessful

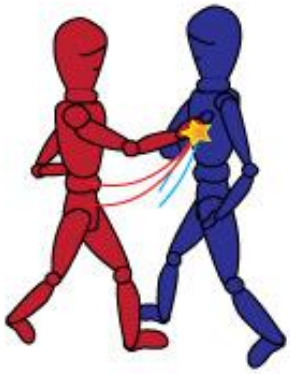
Roles Swap



Second Attack unsuccessful

Roles Swap

Third attack successful



Player 1 is victorious