

I-CLICK-YOU

PROJECT PROPOSAL OF MR. XINGZHI-ZHENG'S LCC MA GAMES DESIGN ENTRY APPLICATION

QUESTION AND CONTEXT

Before mobile phone, we play games with our friends and family members. Nowadays, everyone is focus on their virtual social network, no one is trying to hold decent conversations anymore. Communication is an essential skill to all of us. Our mobile device should become the assistant instead of the barrier of our communication.

Inspired by pc and console games such as 'Keep talking and nobody explodes' and '1-2-Switch', These games are designed to play with friends next to you. Unfortunately, these games provide limited gameplay experiences:

1. They are limited in specific scenarios: They require PC or Mac or game consoles, some of them even required players to print PDF documents before they start.
2. The game experience is not persistent. In order to adapt with the game rules as soon as possible, Most of the game chose simple but inflexible design.

Therefore, I came up with the idea of creating a mobile game designed to play with close friends: It's design to motivate positive but negative conversations; It's design to motivate collaborations instead of competitions; It's design to motivate making noises but silence.

DEVELOP

Phase_0 Inspired by games such as 'Warioware' and 'Dumb ways to die', I built a rough foundation of my project: During the game, two players sit together face to face between one mobile device. In order to win the game, they need to finish 10 mini-games within 100 seconds. They have three chances to finish all the mini-games.

Phase_1 The project had branded as 'i-click-you' while I was iterating concepts of the game. I created the core visual elements of the game, and hundreds of mini collaboration game ideas are recorded. After conducting preliminary analysis and evaluation, 10 of them are selected as the most interesting games.

Phase_2 In order to achieve the goal of 'Strengthening close relationships', I came up with the idea of creating a game system named as 'Temperature', The score system will evaluate every relationship, and the system will select different mini-games based on the "Temperature". The 'Temperature' will be affected by various conditions, such as winning rate or frequency of their gameplay.

Phase_3 I created a prototype based on the mini-game 'Q&A within 5 seconds'. The prototype was coded in Objective-C and JavaScript using iOS and React-Native frameworks. I had to modify and extend React-Native to deal with technical challenges such as Multi-touch support and Text-To-Speech. During vacation, I tested the prototype with some of my relatives. And the game experience was rather awkward.

RESOURCES AND METHODOLOGY

During the course, I will review my project systematically. I will read related books and website about human relationships from various sources. I will study and write a report on how games are affecting communications between players. Finally, I will iterate and create different kinds of mini-games prototypes based on my study.

I will test and analysis the experience between different prototypes, and create the final project based on the best prototypes. I may draw illustrations based on the theme of the game; I may use Unity game engine to create the game, I may use traditional / 3D printer to create gameplay accessories. I may need to create interactive hardware by using Arduino for enhancing gameplay experience.

After completing the game development, I also want to promote the game through different methods, I may start a Kickstarter campaign to find potential audiences, I may release the game on Steam, App Store and Google Play.

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