

Game Prototyping

Prototype-II

RANDOMIZE

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The Task

- Design a Spectate-able game
- Must have a digital component
- 2 players, no limits on number of spectators
- Either infinite play or rounds of less than 2 minutes

RANDOMIZE

A game to socialize or just to do something crazy,
to amuse on a night out or a party

Can be played everywhere by everyone

Only 2 players needed, with any number of spectators that can
become players

Welcome to RANDOMIZE

START

Add your NAMES

_____ +

Lulli, Chris, Nic, Superman, ChowChow, Naja, David, Sven

START

Chris, HUG THE NEAREST PERSON, SADLY

Nic, SHOOT LULLI, USING ONLY YOUR BELLY

WE DID IT

Be LOUD!

Vote your favourite player!

CHRIS

NIC

CHRIS, add your own words!

a PERSON/OBJECT _____

an ACTION _____

WHATEVER FUNNY _____

FINISH

A group of five young adults are shown in a dimly lit, festive environment, likely a nightclub or party. They are all laughing and smiling, creating a joyful atmosphere. The individuals are dressed in casual party attire. Some are holding drinks, including a cocktail with a lime wedge. The background is blurred, showing other people and lights, emphasizing the social experience.

The Experience

The Emotional Response

- PLAYERS who become the center of attention, may feel embarrassed, and feel connected with the group
- SPECTATORS feel empathy and gets amused by the players behavior

Why do they feel that?

- UNDERSTANDABLE to NEW spectators
 - BASIC IMPLICIT RULES
- EASY but HILARIOUS
 - SIMPLE STRANGE TASKS to be done
- COMPETITIVE
 - Only the round WINNERS can SATISFY their CREATIVITY and DEMONSTRATE their BRILLIANCE

A group of four young adults are shown in a dimly lit, crowded setting, likely a party or bar. They are all laughing and smiling, creating a joyful atmosphere. The woman in the center has her mouth wide open in a hearty laugh. The man next to her is also laughing, looking towards her. The woman on the far right is holding a drink with a lime wedge and a straw, looking towards the man. The man on the far left is holding a drink with a lime wedge and looking towards the woman next to him. The background is blurred, showing other people and lights, suggesting a busy social environment.

The Game

The Game

- A FAST and ENDLESS game
- a PLAYER, an ACTION, a PERSON/OBJECT, a FUNNY FACT are randomly selected to be done by players
- TASKS have to be done. NO EXCUSES. Imagination solves each situation
- The WINNERS are chosen by spectators
- Winners can INTRODUCE new tasks

The TASKS

- Randomly generated
- Preset editable DATABASE of elements
- The more is played, the weirder and funnier it becomes
- TASKS have to be done. NO EXCUSES. Imagination solves each situation

A group of five young adults are shown in a dimly lit, festive environment, likely a party or bar. They are all smiling and laughing, creating a joyful atmosphere. The individuals are dressed in casual party attire. Some are holding drinks, including a cocktail with a lime wedge. The background is blurred, showing other people and lights, emphasizing the social and celebratory nature of the scene.

Prototypes

First Prototype

- Paper version
 - VERB, PREPOSITION, NAME
 - VERB, NAME, EMOTION
 - VERB, NAME, CHARACTER
- Players selected
 - RANDOMLY
 - BY THE WINNER
 - Own set of words




Second prototype

- Tasks elements
 - PLAYER, ACTION, OBJECT, FUNNY FACT
- Task elements to be added
 - Only by the WINNER
- Players selected
 - RANDOMLY, avoiding subsequent calls
- Unity Project – MOCKUP

Third prototype

- Added DIFFERENT CONFIGURATIONS for testing
 - Random diversifier
 - Everything random / Common elements
 - Suspend player for a round after the performance
 - Timed performance

A group of young adults are shown in a social setting, likely a party or bar. They are all smiling and laughing, creating a joyful atmosphere. Several individuals are holding and drinking from colorful cocktails. The background is slightly blurred, showing other people and lights, suggesting a lively indoor environment. The overall tone is warm and celebratory.

How does this game fits the four
types of play?
(agon, alea, ilinx, mimicry)

Agõn

- Win the round to add your world to the game
- Compete to be the most “popular”

Alea

- Randomly selected players, with thrill and surprise when you are picked.
- Randomly selected words

Mimicry

- Chose how to play a role
- Up to your own imagination to interpret the word

Ilinx

- Feeling of embarrassment

Storyline

1. First you enter your name, which adds a social aspect to the game.
2. Two players are randomly selected, and they receive a random task, which suggest an element of **alea**.
3. The two players have to play a role, and they can interpret how to play that role. This is an element of **mimicry**.
4. You get an overwhelming feeling of embarrassment, but you also want to win, which is **ilinx** and **agon**.
5. Last, a winner is chosen by the spectators, which is again a social element.