

INDIVIDUAL PROJECT

Mask guessing game

Does surveillance bring freedom or protection? Will people still be suspicious of their true identity after wearing a mask?

<https://youtu.be/QsIMTpLOiow>

Project Summary

This is a trust game project between people, aiming to help people improve their personal aura, confidence and influence. . We put forward an illusion: if the world had such a high density of cameras like China, we used Future Wheel to analyze the status of the illusion and used a speculative method to look at the logic. . This card game was designed through analysis and research based on insight and opportunity.



TIME 6 WEEKS

Speculative design/Game design/Interactive design

Background

Phenomenon



- Lend your airpods to others to listen to music, and others can check your location.
 - The mobile phone software will obtain the permission to use the album and your identity . You can obtain photos of ID cards and bank cards.
 - Use monitoring, which may be monitored by manufacturers.
 - Use fingerprint password to turn on anti-theft .
Door time

Phenomenon

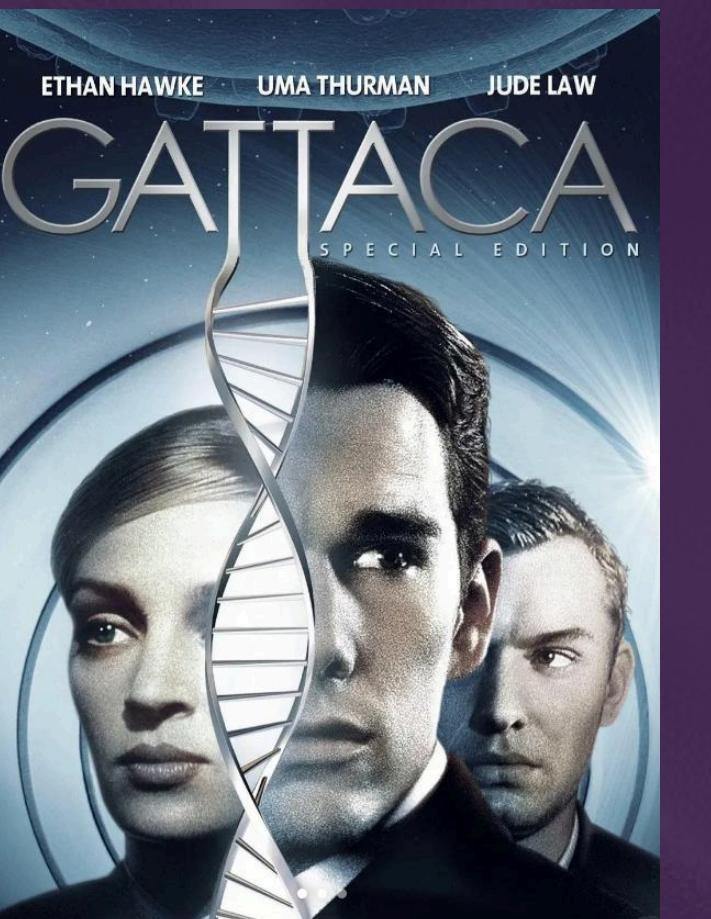
There are cameras everywhere in public spaces



Surveillance Camera

Inspiration

Movie name: Gattaca



Lines And Insights

there is no gene for the human spirit."

This line emphasizes that human will and determination transcend genes, and a person's fate and value should not be determined solely by genes.

belong to a new underclass, no longer determined by social status or the color of your skin. We now have discrimination down to a science."I belong to a new social underclass no longer determined by social status or skin color. We now have discrimination down to a science.

Conclusion

This is a terrible phenomenon. We cannot let it happen because we have to expose our privacy because of genetic discrimination. This will have a bad trend and affect human fairness and justice.

Research

Allegory of the Cave

The Allegory of the Cave comes from Plato's "The Republic" and describes a group of people who are bound in a cave and can only see shadows on the cave walls, mistakenly believing that they are the real world. . Combining this allegory with the surveillance phenomenon in modern society, we can think about: in an environment of pan-surveillance, are we, like the people in the cave, bound to some kind of "false" reality, unable to see things? . The truth?

Enlightenment

The paradox of surveillance and freedom

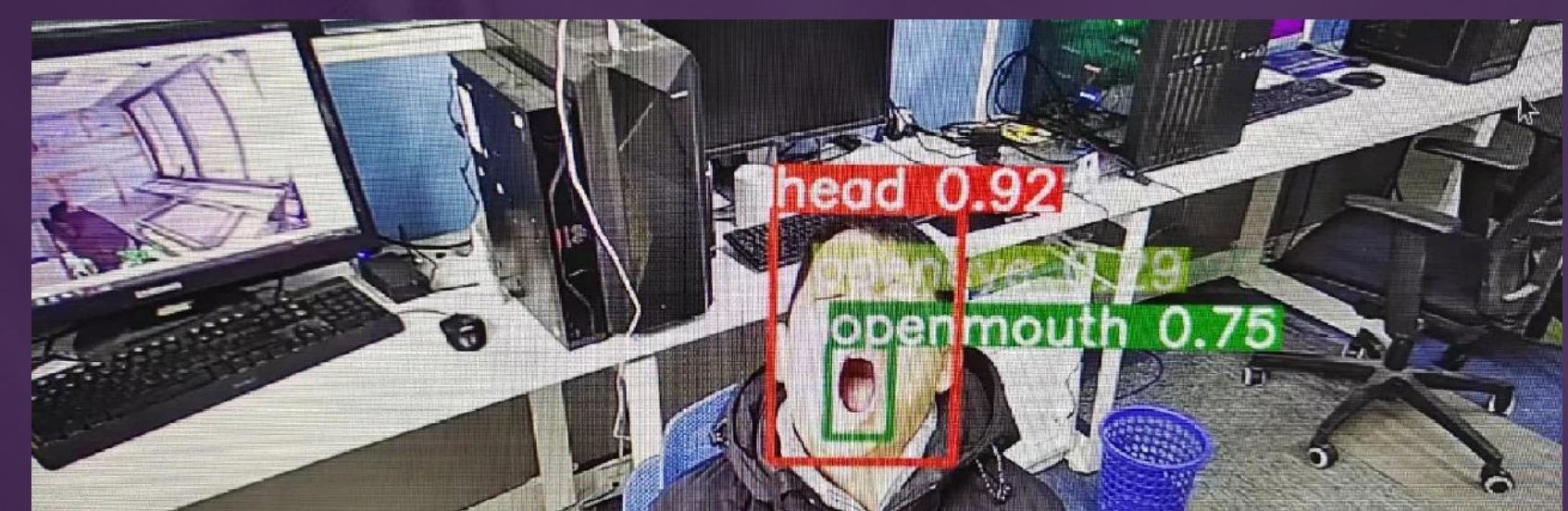
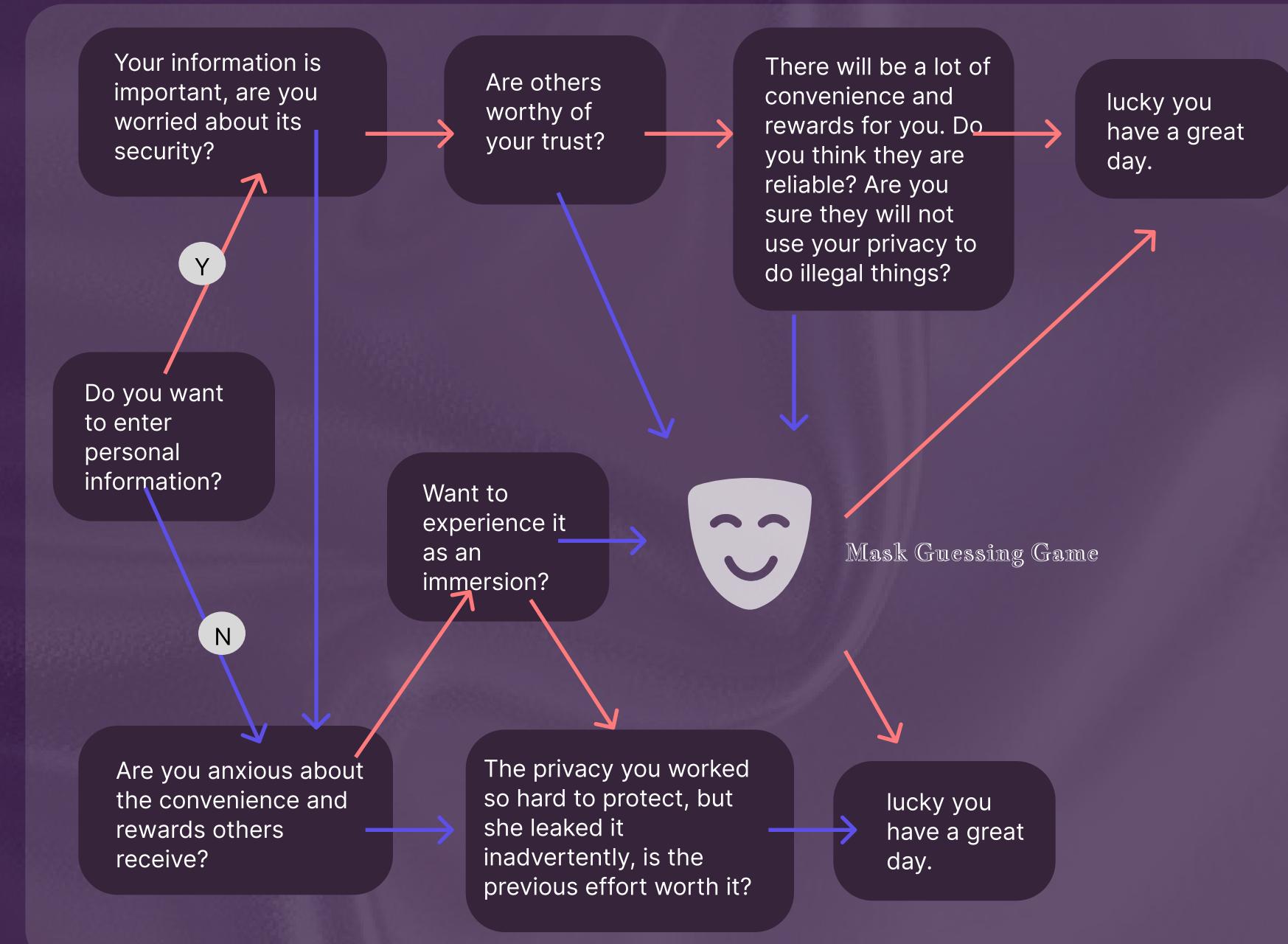
Data, invisibility and identity

The paradox of The relativity of freedom: freedom restricted and regulated

surveillance and freedom Legitimation of surveillance: nominal legitimization of security, order, and efficiency

Data, invisibility and identity	The datafied self: the collection of data for political manipulation and social control Privacy Redefined: Is Privacy Still Needed?
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Dilemma Chart



Methodology

Futurine Newspaper



Definition

Insight

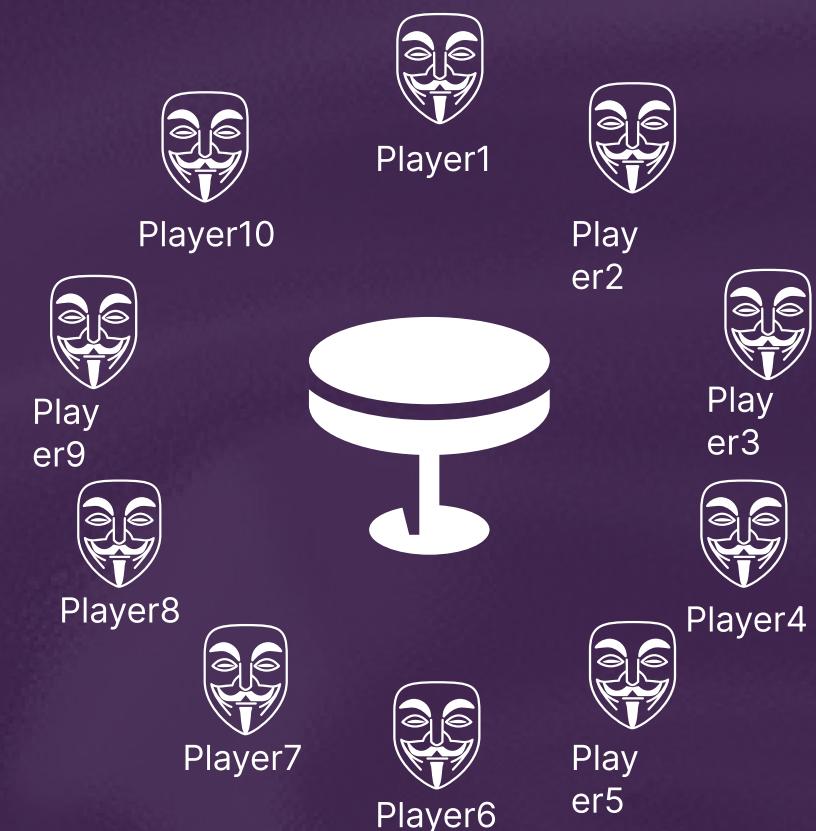
- People are afraid to go out and send robots to do things they haven't finished yet.
- People are afraid that cosmetic surgery will cause severe physical and psychological damage to themselves, but they are even more afraid of their privacy being leaked.
- Preparation workshop workers, there is pressure to be monitored, demands for increased pay, strikes and protests

Opportunity

- People need tools to hide their identity
- People need masks to hide their identities
- Weapons are needed to interfere with cameras to combat gaze violence

I plan to make a game, using narrative methods to simulate the life of wearing a mask in order to avoid privacy, and deduce the future of human relationships.

Main Scene



Space Logic



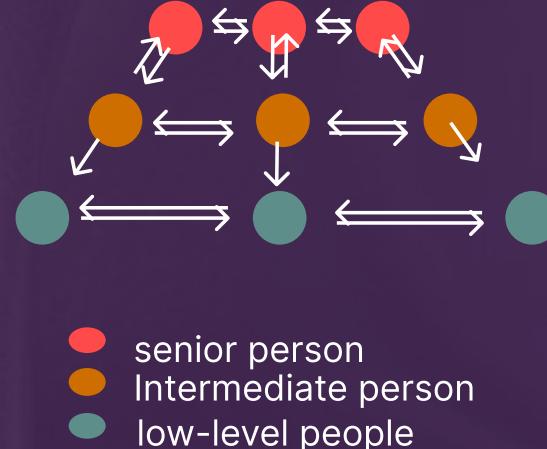
Goals:

- Maintain a peaceful society;
- Game between identities;
- Lower castes cannot eat with upper castes in public places.

Rule:

- The mask has: Respective levels of REID anti-counterfeiting technology;
- Each person can only have one real mask, and countless false masks (it can be a mask with a higher level than himself to disguise himself).

Character Logic



Feedback <-----> Improvement Point

- Why Is It A High-End Mask? Is It Real Or Fake
- I Saw The Same Mask Again
- This Game Seems To Last A Day
- It Feels Great To Use A Mask To Deceive Others, But The Mask Is Limited And Can Only Be Deceived Once
- It Would Be Great If This Game Had Currency, So That I Could Buy More Masks To Disguise Myself
- This Game Requires Many People To Play, And It Is Difficult To Get Many People To Play At The Same Time

- Add Checkpoints
- Missing Scene
- Missing Win-Loss Points
- Lack Of Replenishing Masks And Mutual Guessing
- Adopts A Points System And Lacks A Reward And Punishment System
- Reduce Character Settings, Lower The Game Threshold, And Shorten The Game Process

Setting

Social: Provide emotional value, closer interpersonal relationships

Business: When you are in a bad mood, you can change your mask and deceive people.

Daily work: The smile mask can be worn for a long time, providing high energy and high cooperation efficiency.

User Test



Feedback & Improvements

I Tried To Solve The Problem, But It Created More Problems

Collapse Of Trust In Colors, Masks, And

Can't Find A Way To End, The Reward And Punishment System Is Not Clear Enough

Flow Chart

This is a logical structure diagram that introduces the entire game process. One game consists of three rounds of discussions in different scenarios.

START

Two masks per person, 10 coins. Purpose: Infer the true identity of each person.

mask trade Buy Advanced-16 Intermediate-12 Low-Level-8
Recycling Advanced +6 Intermediate +4 Low Level +2



know lawn party

take turns speaking

- player1
- player2
- player3

Identity identification + settlement

There are rewards for successful disguise

1 level higher than yourself +4
2 levels higher than yourself +8

See through deducted coins

1 level higher than yourself -4
2 levels higher than yourself -8



filter Choose a intermediate venue advanced

take turns speaking

- player1
- player2
- player3

Identity identification + settlement

There are rewards for successful disguise

1 level higher than yourself +4
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See through deducted coins

1 level higher than yourself -4
2 levels higher than yourself -8



Identify Workplace Designated Player

1V 1 AC

- player1
- player2
- player3

Identity identification + settlement

There are rewards for successful disguise

1 level higher than yourself +4
2 levels higher than yourself +8

See through deducted coins

1 level higher than yourself -4
2 levels higher than yourself -8



END

Everyone gives an answer, +5 for a correct guess, -3 for a wrong guess, and the one with the highest total score wins.

Script Three Scenes



Lawn Party



Superior Theater



Intermediate Gym



Honky-Tonk



Work Place



Mask Store

Character Design



Coding



```
canvasGroup.alpha = 1.0f; // Restore transparency.
canvasGroup.blocksRaycasts = true; // Re-enable raycast blocking.
SnapToSlot();

1 个引用
void SnapToSlot()
{
    RectTransform[] slots = FindObjectsOfType<RectTransform>(); // Get all RectTransforms in the scene.
    float minDistance = float.MaxValue;
    RectTransform targetSlot = null;

    foreach (RectTransform slot in slots)
    {
        if (slot.gameObject != gameObject && slot.gameObject.name.StartsWith("Slot")) // Check if it is a slot.
        {
            float distance = Vector2.Distance(rectTransform.anchoredPosition, slot.anchoredPosition);
            if (distance < minDistance)
            {
                minDistance = distance;
                targetSlot = slot;
            }
        }
    }

    if (targetSlot != null)
    {
        rectTransform.anchoredPosition = targetSlot.anchoredPosition; // Snap to the closest slot.

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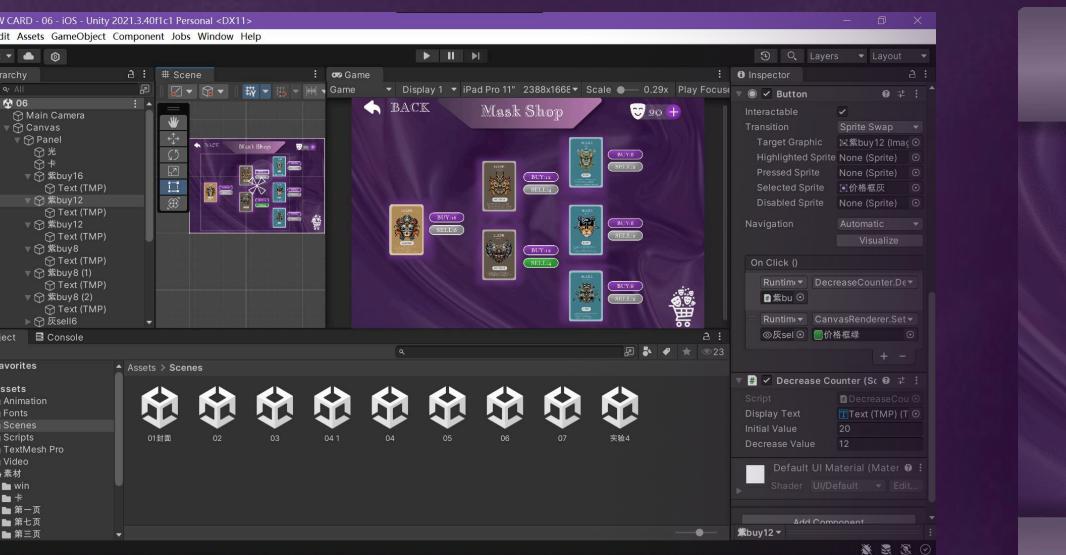
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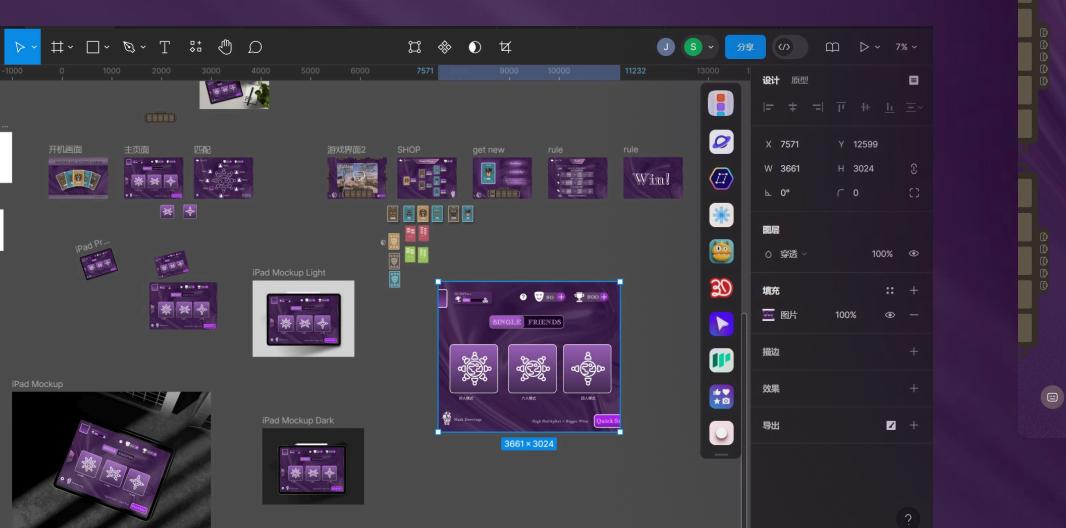
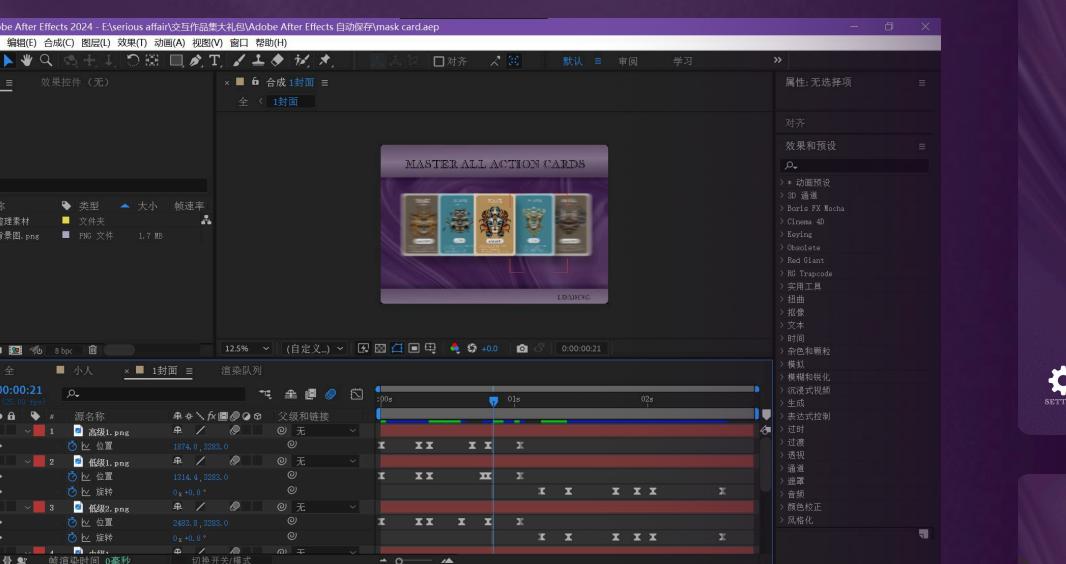
Card Design



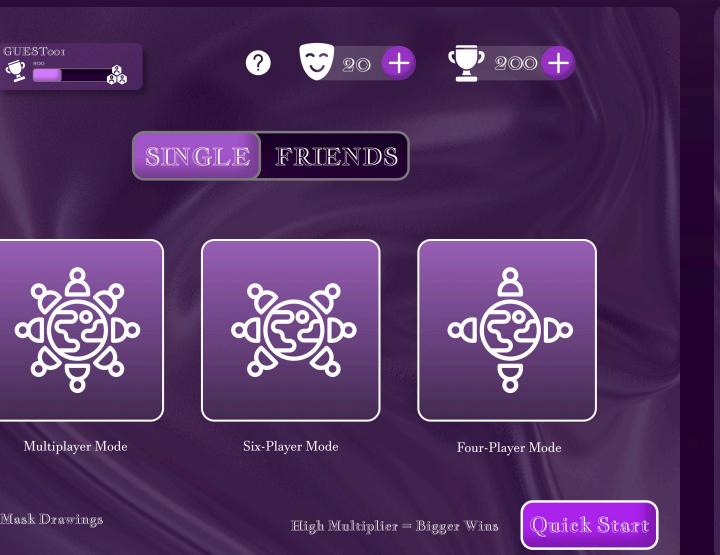
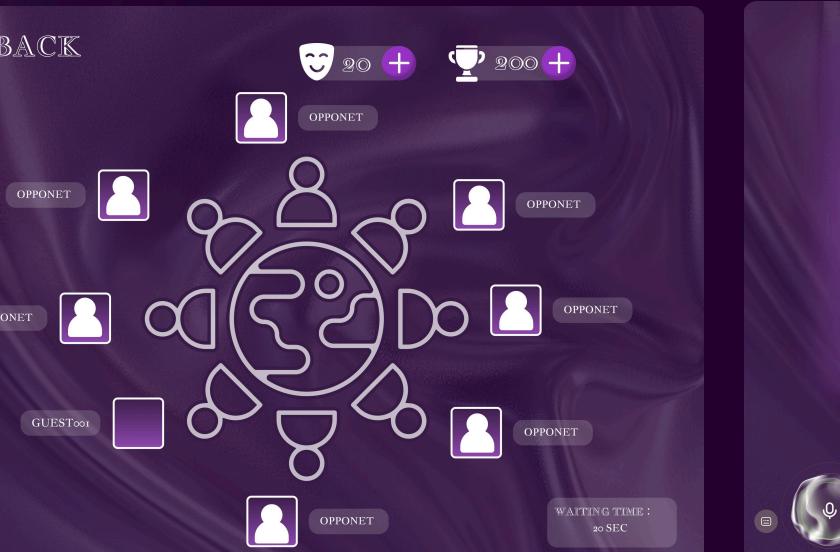
Game Design In



Animation Design In



Game Interface



Win!