***Jack of All Games: Shootout* Artist Statement**

By: Jack Harrison

*Jack of All Games* is a collection of mini games that involve the leap motion and multiple players. This is one of those mini games, *Shootout*. *Shootout* is a tale of two cowboys duking it out on the dusty streets of the old west. The first a young deputy, standing his ground, the other, a infamous bandit. The entire game is in the style of an old 1950s arcade machine, using mechanisms like railroad tracks, light bulbs and simple buttons. I plan to continue this style across all of the mini-games. This style works well with leap motion as, like old arcade machines, the leap seems to like to glitch out a lot. This results in a finicky experience that I think perfectly fits the theme. This glitchiness also adds to the difficulty of the game as every so often the leap will fail you and you’ll be stuck in place, ready to be shot down. However, every once and awhile your hand will become useless, and that is an unintended bug. The toon like design of the game is used a the models are made from primitives so choosing a realistic style would be ridiculous. Eventually *Jack of All Games* will be the virtual board game of choice for kids and adults alike. *Shootout* is designed to be played by anyone at anytime, simply to be set up the corner and left running. I find the practice of building physical machines in a virtual space is very intune with what is to come, building virtual machines in a physical environment (AR). For instance, I could remake this game as a fully built machine, and then someone could put it in the corner of their house, without actually having to leave a computer and leap motion setup.Today, there is a serious lack of leap motion content, especially multiplayer. *Jack of All Games* seeks to combat this and be a fun experience to demo your leap motion with your friends.