1. Town

As a community you have a single town that you can expand by trading resources within the community. Every player of the communities has its own tasks within the community. To be successful, the participants have to work together and make tactical decisions as to where to spend their resources.

A player has an occupation with occupation specific tasks. Roles can be for example: farmer, miner, baker, blacksmith, scientist. Examples of tasks for the blacksmith could be: creating tools, upgrading tools, repairing tools. If players do not have enough resources, they can physically go to another player to trade resources.

Next to the occupation specific tasks you also have groupwide tasks, such as building new buildings and upgrading buildings. These tasks require discussions between the team members to make a decision.

We would like to implement this game, because it gives the players an opportunity to build something with their community, while competing with other communities (for example stealing resources). The game is different from “build your own town” games, as you have to be near your friends in real life, to complete certain actions like trading.

2. Painting

As a community you have to collaboratively paint a painting. This is done by splitting the painting into clusters. These clusters will be called strokes. The strokes will be divided over the players in the community. Each player therefore has its own strokes for which they are responsible.

Players can fill a stroke by capturing a swatch. A swatch can be made by taking a picture of a colour in their environment. A captured swatch might not be as precise as wanted. Here is where your friends and colleagues come in. You can mix swatches with friends to create a more accurate colour.

The score of the painting can be calculated by measuring the accuracy of each of the strokes. This can be measured based on the difference between the actual colour of the stroke and the colour of the swatch that was used. Based on this score, your community can compete against other communities. The most accurate painting wins.

We would like to implement this game, because it is a different kind of game. Above all we think it would be a fun game to play. You have to work together with friends to fill the painting and can compete with other communities. Above all it stimulates the players to use their creativity to get accurate strokes.

3. Spies

A game master (in our case someone at the TU) can set up a playing field. Within this playing field, the game master creates physical checkpoints using (for example) NFC tags or a QR code. TU employees can join existing teams.

When the game starts, every checkpoint is in a ‘neutral’ state. These checkpoints can be captured using ‘intel’. Intel is a resource distributed among players that joined the game. A player can move to a checkpoint and spend resources to either *secure* or *capture* that checkpoint. For example: a player from team red moves to checkpoint B (neutral) and spends 20 intel. The state of checkpoint B becomes: Red, 20. Soon after, team blue comes and spends 30 intel. The state then becomes: Blue, 10. First we need to ‘hack’ through the security that red has set up, and then we can invest our own intel to secure our newly obtained checkpoint. By joining forces with teammates (2 players from red spend intel at the same point at the same time) the capture/secure rate increases.

This game can be played with any number of teams and any number of checkpoints. By having both competitive as well as collaborative aspects, players are encouraged to work together while ‘battling’ other teams. By using visual feedback on the checkpoints, a player is stimulated to capture more points when other teams are ahead, while at the same time being motivated to secure checkpoints when in the lead.