Connor’s Interface Game Design

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## Interface Game Draft 2

Water Filler

* Teams of 2 players (maybe more if possible to hold bottle with 3+ hands)
* Players each place one hand on an empty water bottle and hold it together so that two hands are on the bottle at once for the whole game
* Co-op, turn based
* Before and during first turn, Player 1 controls the faucet control but cannot see filing status due to eye closing
* Before the first turn, Player 2 can see the water bottle and communicates with player 1 to formulate a plan to fill the bottle.
  + Player 2 then closes their eyes so that both players are blind
  + Player 1 turns on the faucet for the agreed time and water flow
* After Player 1 stops water flow, it is their turn to communicate, meaning only they can open their eyes and formulate a plan
  + Next Player 1 closes their eyes again so that all players eyes are closed
  + Now Player 2 controls the water flow
* After Player 2 stops water flow, this turn switching process is repeated until the bottle is full
* The goal of the game to to have the fastest time total elapsed time filling the water bottle together without spilling any water
  + “Full” means just before the water creates an outward curve due to surface tension
  + **If you spill any water you loose**
  + Note: As muscle fatigue the game may get harder
  + As an additional challenge each player can try standing on one foot.

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## Interface Game Draft 1

Water Filler

* 2+ players
* Each player has a water bottle they need to fill (players should use water bottles with the same design for maximum fairness)
* The player who fills the water bottle the fastest without spilling any water wins
* “Full” means just before the water creates an outward curve due to surface tension
* **If you spill any water you loose**
* To make the game more challenging, players can stand on one leg while playing

## Old Drafts

“Too Hot to Handle”

* Game has 1+ players
* Player heats up mug with hot liquid (150F to be exact) and must hold/touch the mug for as long as possible
* Using the same type of mug players can compete with themselves or with each other’s times

“Penny Bridges”

* 2+ players
* Each player has 30 seconds to make a penny bridge (stacking pennies, then placing two on stack, and pennies on top to keep hanging pennies in place)
* Each player has 5 pennies they can flick at the base of the other
  + Each player gets an additional penny to flick based on each hanging penny between the two towers
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