

IS - MCS - Test Transcription Blurbs

- would be good:
 - checking ranking, rating - viewable and up-datable only when you're at the locations
 - creating buildings automatically - from the surrounding environment, utilizing it as an initial basis for the editor
 - "I can add an infinite amount of blocks! Whee" - (should look into fixing)
 - would be awesome to have a chat room of people in the same area, perhaps even video chat so you could recognize them, sort of generate a community
 - personally lean more towards play than creating (due currently to Small audience) - e.g. Scenario: I want to play something quickly, but no-one's made anything yet in this area
 - gaming (level) element could be more fun, with speed boosts, etc.
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- perhaps finding locations, could be based off an expanded radius when no games are around
 - really like the idea of social
 - iPhone feels like a missed opportunity for this (location based casual mobile gaming) =D
 - cool: would like to see "who's playing this game right now!"
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- didn't know you initially had to tilt to control the screen
 - the ball's a bit hard to control
 - would be good:
 - when bored, nothing else to do
 - taking repetitive routes - could definitely see self using.
 - personally i don't play that many games on phone
 - being able to create is good
 - casual Does encourage use
 - instead of simple list; more vars: popularity, difficulty, 'preview'
 - casual, simplistic (basic) creation and play aspects were liked, preferred
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- high-score stuff (openfeint/gamecentre) sucks, especially if you're new, anonymous. - (this on the otherhand could be good, due to smaller location of strangers who already share something in common)
 - scaling is an issue. - (handling lots of levels on list? what if no-one's created in this area?)
 - require some initial testing for starting up (e.g. some initial levels, location (gps-based) definitions etc.)

- how does the game know what locations to classify? the size of the locations? (small room sizes are nice) are they nested? could one room change locations (e.g. a specific train)?
 - what is the expiry date of levels? lasting forever?
 - picture of the person (e.g. as gaming id) –(recognition)–> could be basis of a conversation, initially talking about the game, and breaking that friction of talking with a stranger.
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- ball moves too fast! too bouncy
 - test win states (“I can easily prevent someone from winning” by blocking path)
 - persistent levels? can be good, can be bad.
 - - like 4 square! become a ‘champion’ of an area
 - use existing data? - game set out like the location
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- location based icons / aesthetics ‘look like the location, the general feel’
 - more variety of items - for aesthetics and function (like game features, obstacles)
 - bg image matching the location, though there could be a problem of people uploading certain photos - perhaps satellite images, less interesting, tho safe
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- “oh, you have to tilt! not drag the ball around!”
 - how do you determine what location (text) is specified in the game?
 - ‘train station related stuff should be in the level;
 - more relating to the location
 - “relationship between locations and games you can find there, ... otherwise levels could have been made anywhere”
 - perhaps a few location-based obstacles, and some interactive obstacles
 - how many times is a person here - interesting statistics personally
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- would like to see the work area expandable, could even just be horizontally
 - there’s not feedback representation on how many blocks are added
 - ‘no levels issue’ (e.g. or randomly generated)
 - high-score aspect liked
 - more ‘shapes’
 - have few more balls, more gaming
 - ratings of difficulty
 - high-score in initial list
 - how many people have played
 - popularity, this rating
 - more difficulty; e.g. certain colours in certain squares.

- the obvious aesthetics, graphics, characters perhaps
- more obstacles. - would like to see some features from labyrinth iPhone game (e.g. canons (enemies), dangerous walls, ball size changers).