Spirit-Snap (SS)

Game Foci

✳ FUN! + Create:

      * Relations
      * Cultural Awareness:

         * People (& Activities)
         * Structures
         * Objects
         * Relations

✳ "Game Designers = Architects"

  ✳ SS: Broad Coverage of Audiences

Game Overview

✳ General:

    * Genre: Adventure, Strategy, Collection
    * Platform: iPhone
    * Target Audience: 5-30, Male & Female
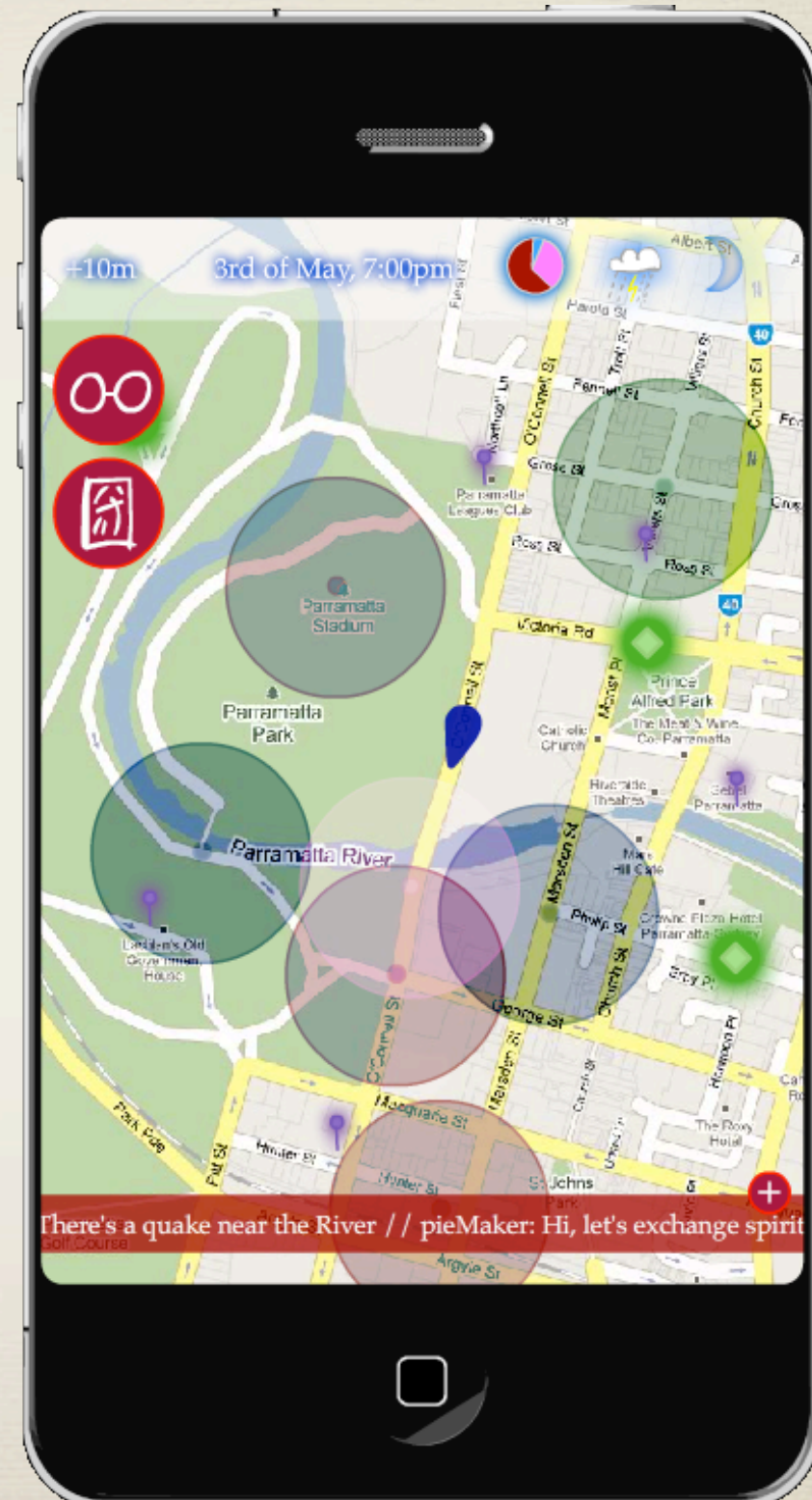
✳ Setting:

    * Spirit World
    * Good Vs. Evil

✳ Core Mechanic:

    SS is based upon the discovering (& photographing), collecting, exchanging and battling/training of spiritual creatures.
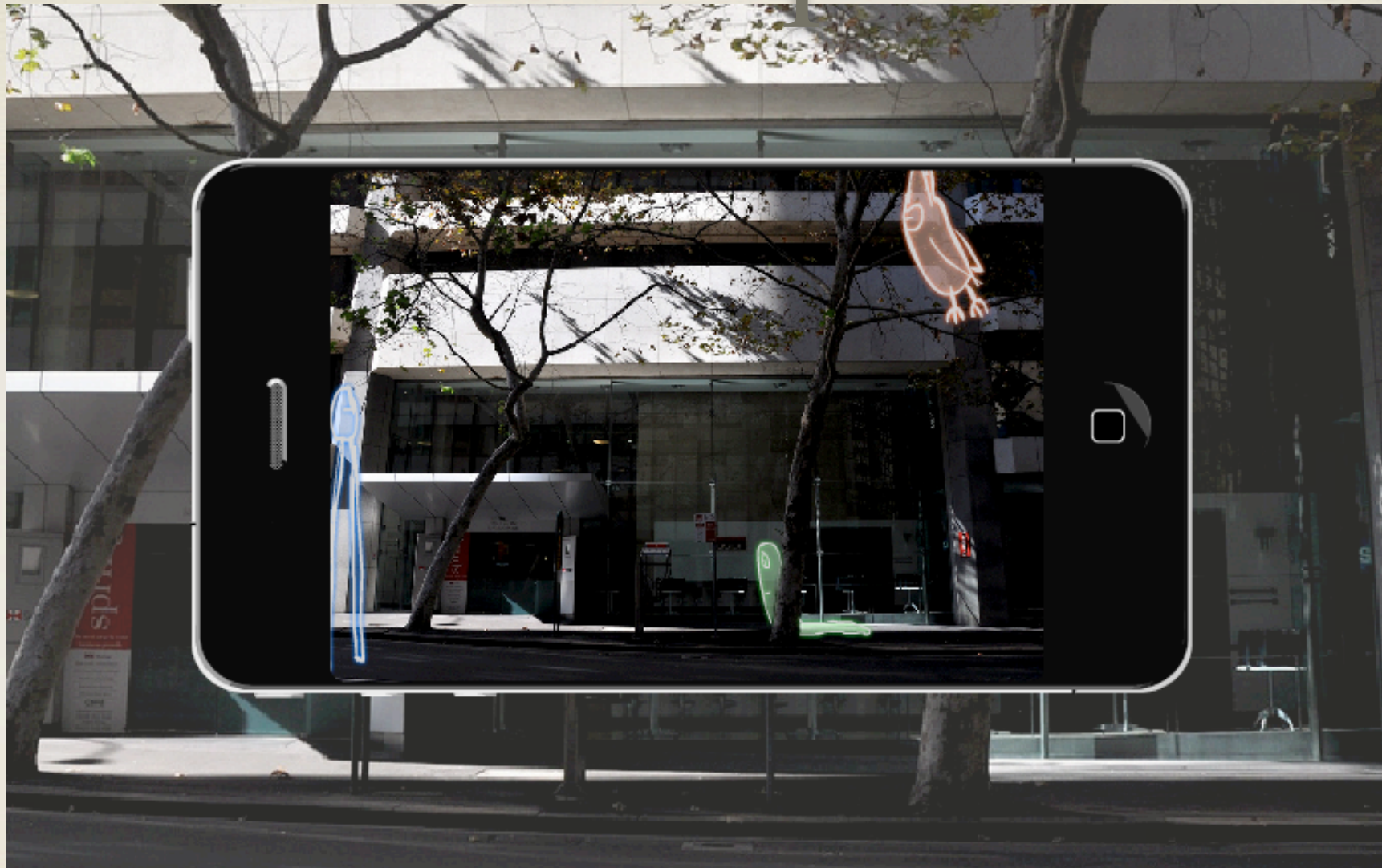
Home Screen & Data

Game Core: Data:
* State of Day
* Weather
* Demographics &
  Characteristics of Area
* Accelerometer
* Elevation
* Noise Levels
* Network Signals & Ids
  (Bluetooth, Wireless...)
* GPS
* Bar/Q-Codes, RFID

Pinhole: Exploration

* Player Browses with Camera & 3D Sound

* Spirits (+NPCs) may be Tied down to an Item

* Snapshots "Capture" Wild Spirit Creatures

Scenes: Battle, Narrative

* Turn Based Battle

* Default: Street-View Backdrop

Narrative Elements:
* Journal, Photo Collection, Book of Spirits
* Cutscenes (dynamically rendered street-view with data)
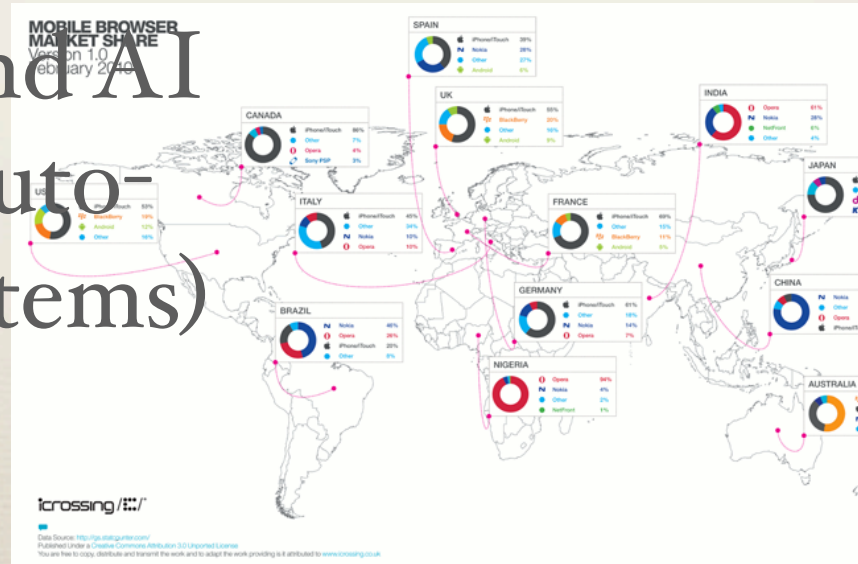
Influences

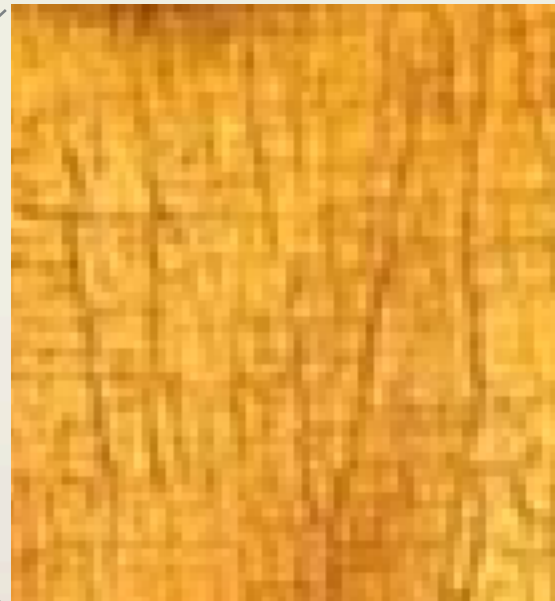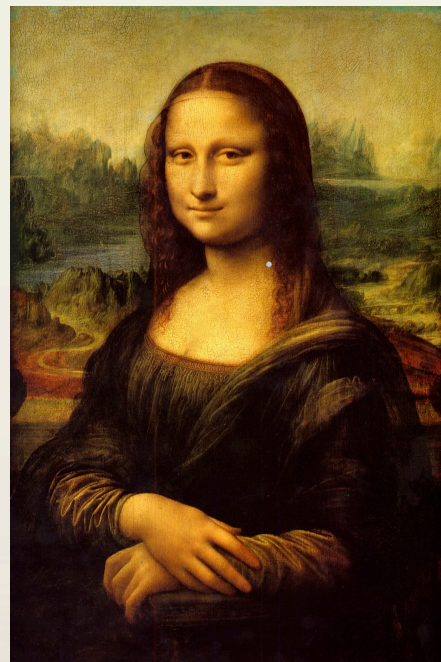* Japanese Culture

* Mythology of Soul Capturing Cameras

* Passion for Data Visualisation and AI (+Intelligent, Auto-Generative Systems)

Uniqueness

✳ Locative Immersion:
   * Intelligent Mass-Data Aggregation & Renders

✳ Pin-Hole Perspective (Camera) of Spaces

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