Spy Vs Spy multiplayer

Android implementation

Author: Tristan Cunningham

Email: Tristanjc@live.com

URL for project: www.tristanjc.com   /   www.kennyist.com

URL for project blog: blog.kennyist.com

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Summary:

Basically to this is to add a android device side to the main game, such as you are seeing from new games like The Division. This also allows the base 1v1 game to become 2v2 with other people using the android side. Simply this moves some long control types such as a shop and inventory system to the android side, allowing you to visually see what you are using and buying without having to remember keyboard keys. Aswell as adding short quick mini games from base game objectives on the android device, allowing more gameplay than simply "Hold for x time".

Default view:

The default view shows a bottom menu consisting of any weapons or items you are carrying, allowing you to visually see them and select them. The top contains a distance meter to the current objective.

Also planned is a compass as well as Light meters or sound meters allowing you to help you hide from the other player. But also to give slight hints that most people may not noticed we planned to give the screen a slight tint overlay, normally its the default blue but if the other player is able to see them, if centered or not, The tint will slowly go to a red tint such as games like The Last of Us give a white overlay around the edges of the screen if visible.

MiniGames:

The mini games used had to be designed to be quick and easy to pick up on, as in the base game you little time to complete these because of the chance of being caught by the other player. When a player hits an objective in the base game, They get frozen until the minigame is completed or canceled.

Lockpicking:

The first planned and implemented minigame, This is based on the ones used in Fallout and oblivion. It uses the android accelerometer to move the lockpick based on the device rotation, providing sensitivity settings and pick reset option to aid in controllability. To play this game you simply move the pic until its inside the Red circle in game and press "Try pick", if complete it plays a sound and the Circle is moved to a new random position. This goes on from 3-6 times, once the game is complete it disappears and you get control on the base game back.

Diffuse / wirecut:

This has not been implemented, This is planned for things such as Alarm box's or other electronics. This will display a 2D or 3D model of a wire box and you have to move the wire cutters by the device rotation from Left to right and then cut the wire, Hitting the wrong wire would simply reset the game. There may be more than one wire to cut.

Hacking:

There is also a planned hacking type minigame, I was looking at games like Deus ex or GTA V: online hacking, But these are not quick and easy enough. One idea was to create columns of text looping around and you have to stop them by tapping at the right time to spell the Code in the middle row.