

CEDC2023

# Shape Monster

~Let's search! create! battle!~

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# Background



children's daily outdoor playtimes

1981

2h11m

2001

1h47m

2016

1h12m

In Japan, children's daily outdoor playtime is **decreasing**.  
The reason for this is increased **playing game time** in house.

# Purpose



Our goal is to create games that make you **want to play outside !!**

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# Concept



digital play



physical play



**Fusion** of digital play and physical play.

# Concept



For playing outside

Creative Activities

Play with friends

Development of **smartphone applications** for children.



# Concept



For playing outside

Children move their bodies by **searching** for things outside.

# Concept



## Creative Activities

Our application that allows children to **create** with their own ideas.

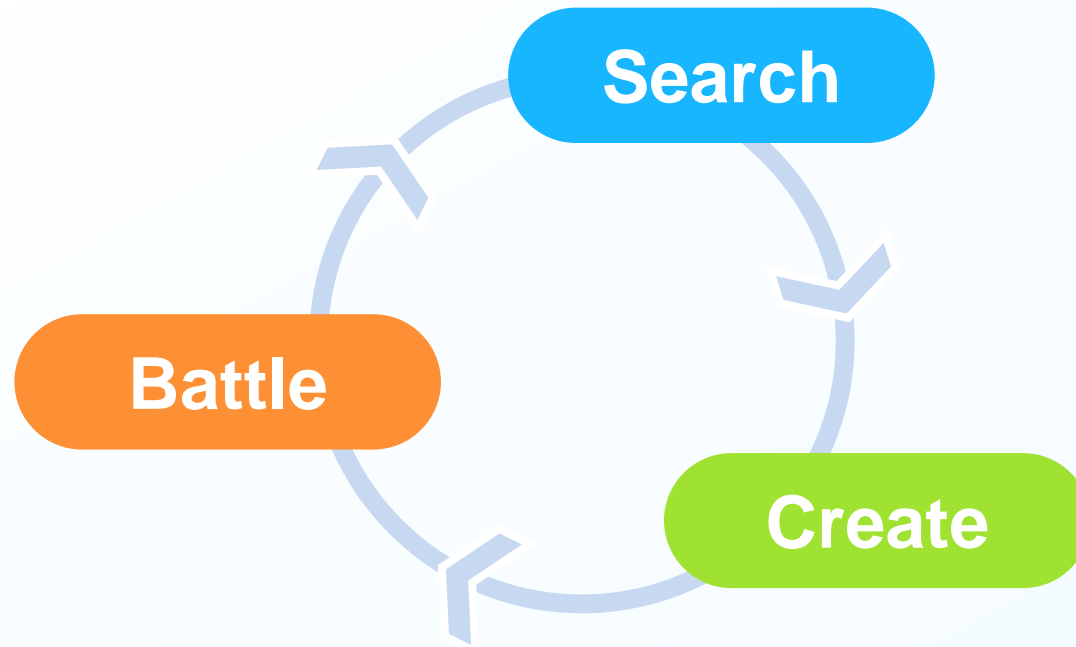
# Concept



Play with friends

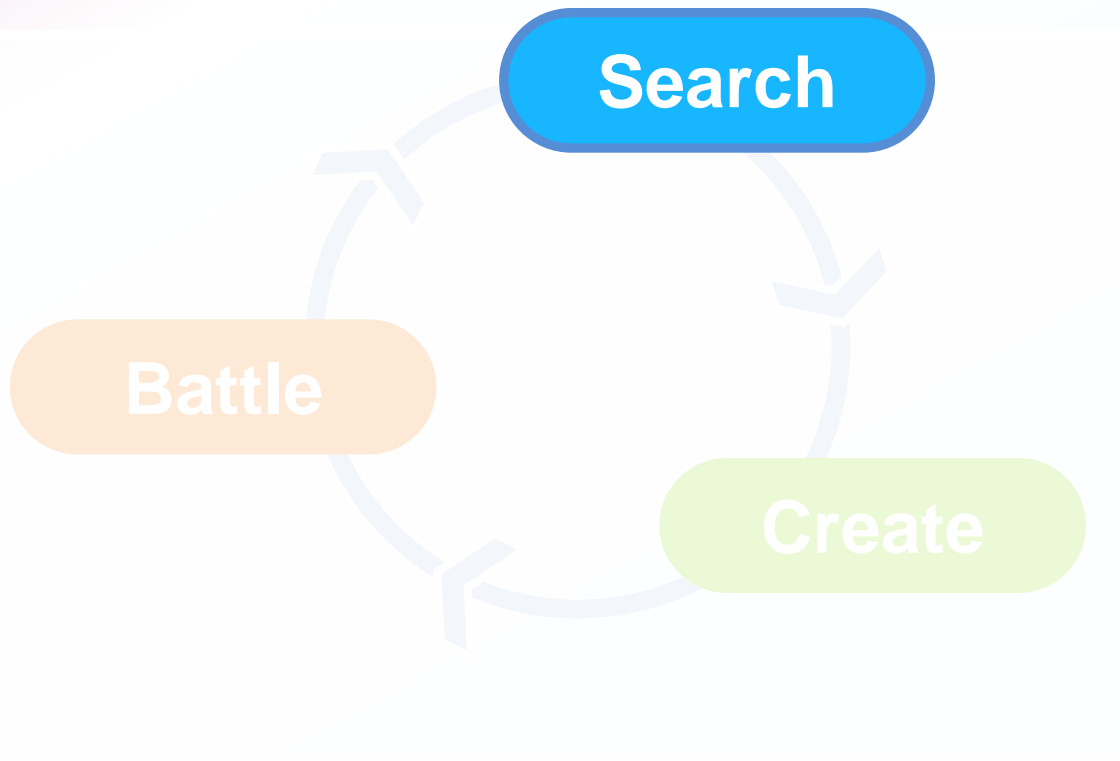
In this game, communication  
**battles** with friends.

# Concept



Repeating **this cycle** encourages outdoor play.

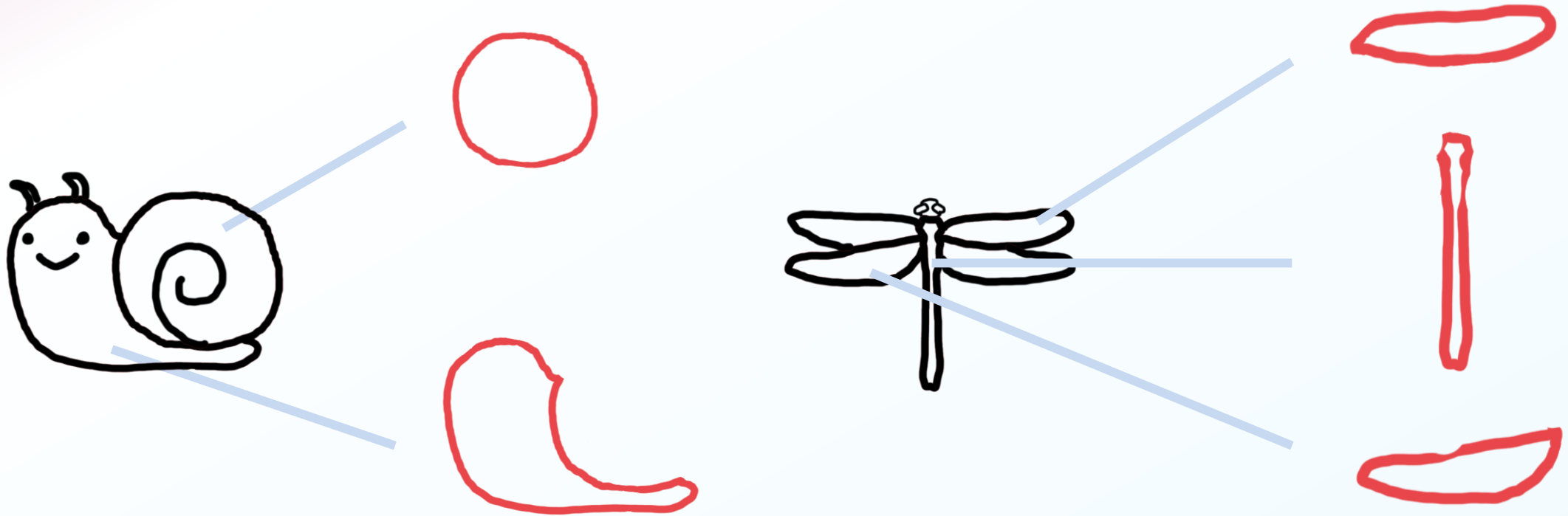
# Idea - Search



In this phase, children search for **the shape** of the theme.

It is fun like a treasure hunt.

# Idea - Search



**The subject shape** is based on a part of the creature.

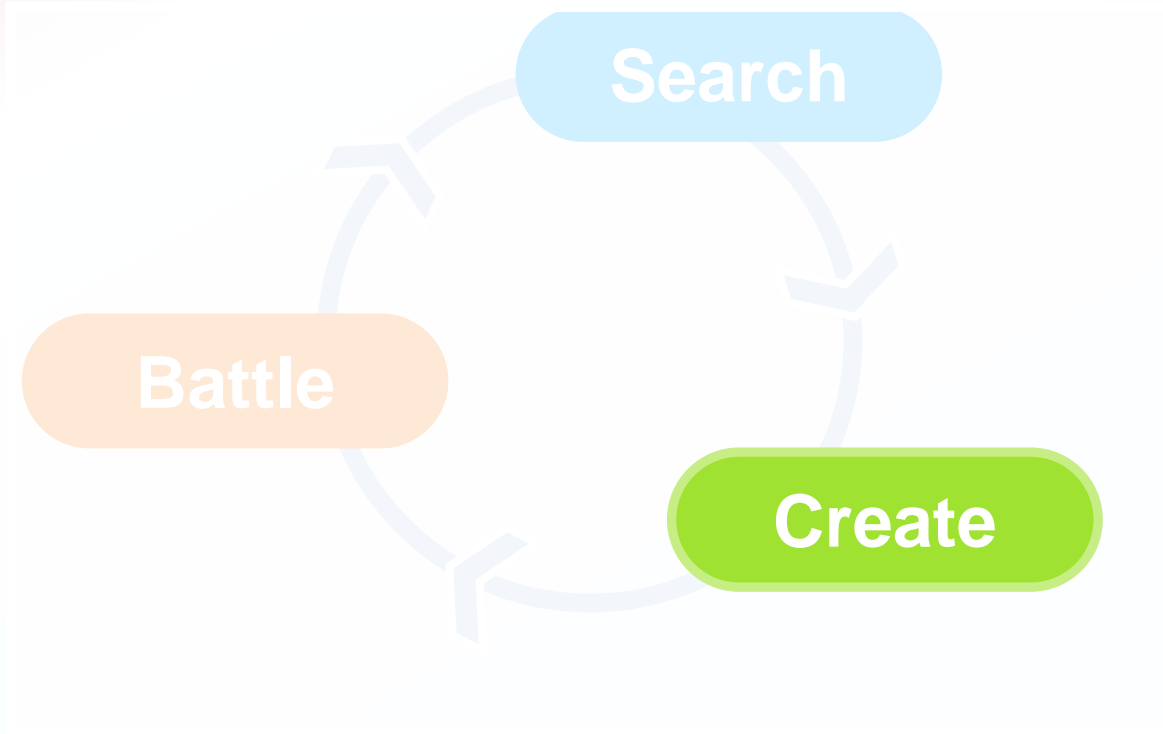


# Idea - Search



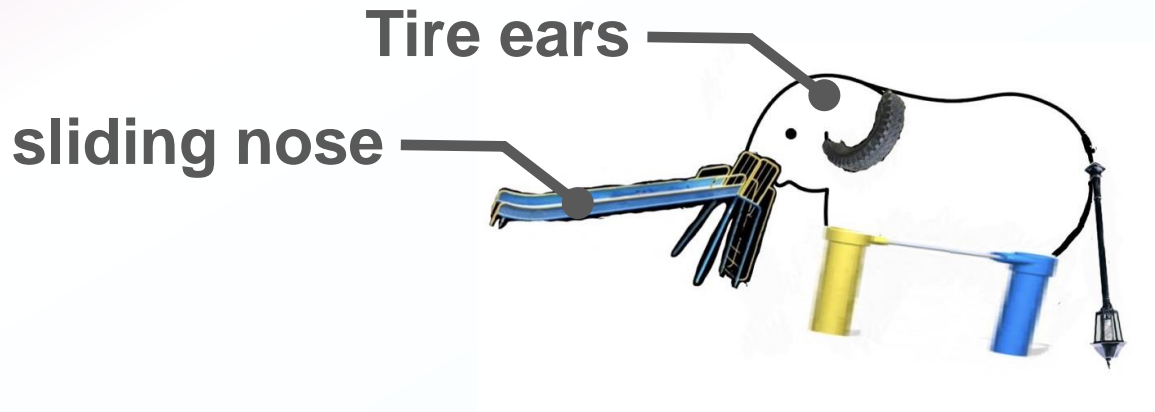
Search for something that looks like the shape  
and **take a picture** of it.

# Idea - Create



In this phase, children can create **their own monsters** based on their own ideas.

# Idea - Create



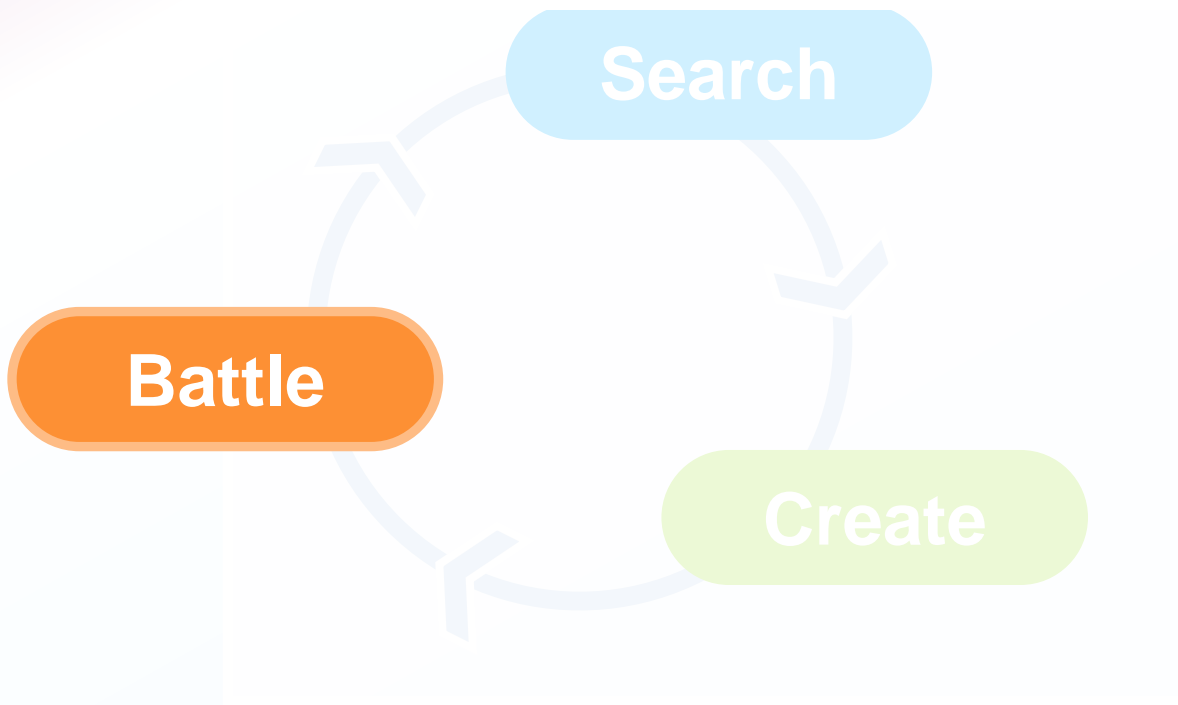
Elephlide



Dragoleaf

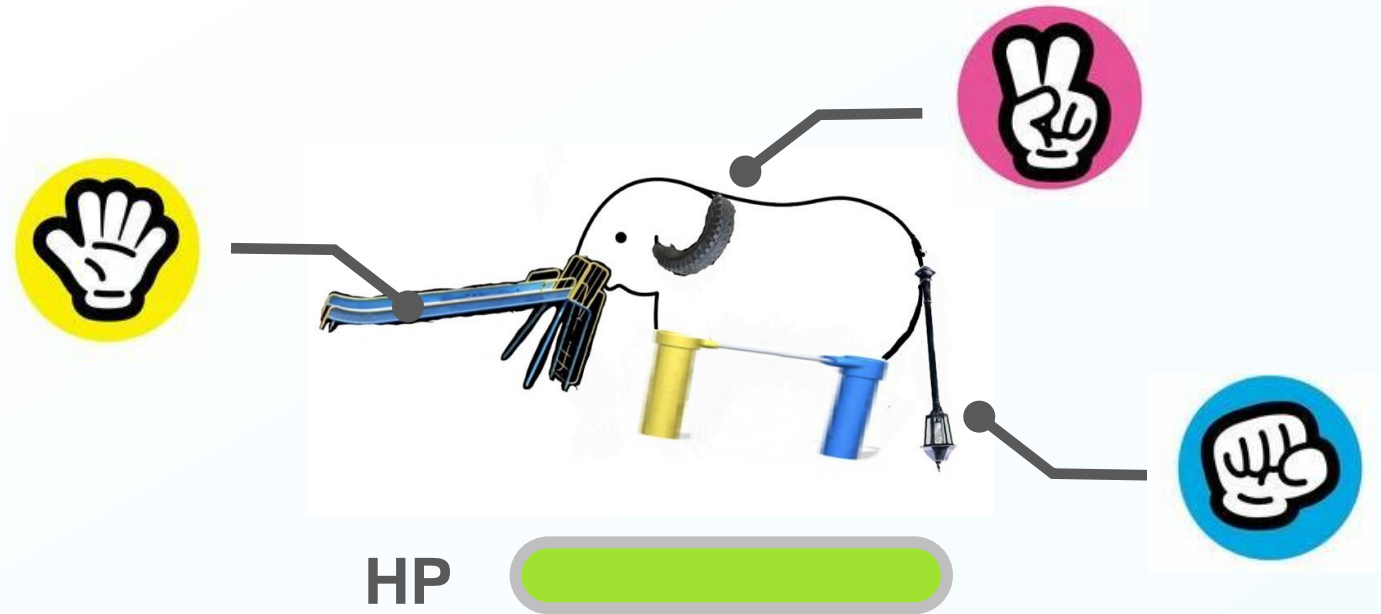
You can attach **whatever you want** on each part.  
By **naming** it, it becomes “Shape Monster” !!

# Idea - Battle



In this phase, you can enjoy battles with your friends **using your shape monster.**

# Idea - Battle

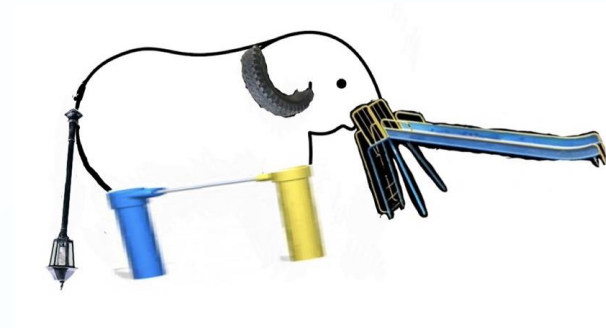


Winning a game of **rock-paper-scissors** can damage the opponent. The value of the damage inflicted is determined **based on the parts**.

# Idea - Battle



62 damage !!



Elephlide



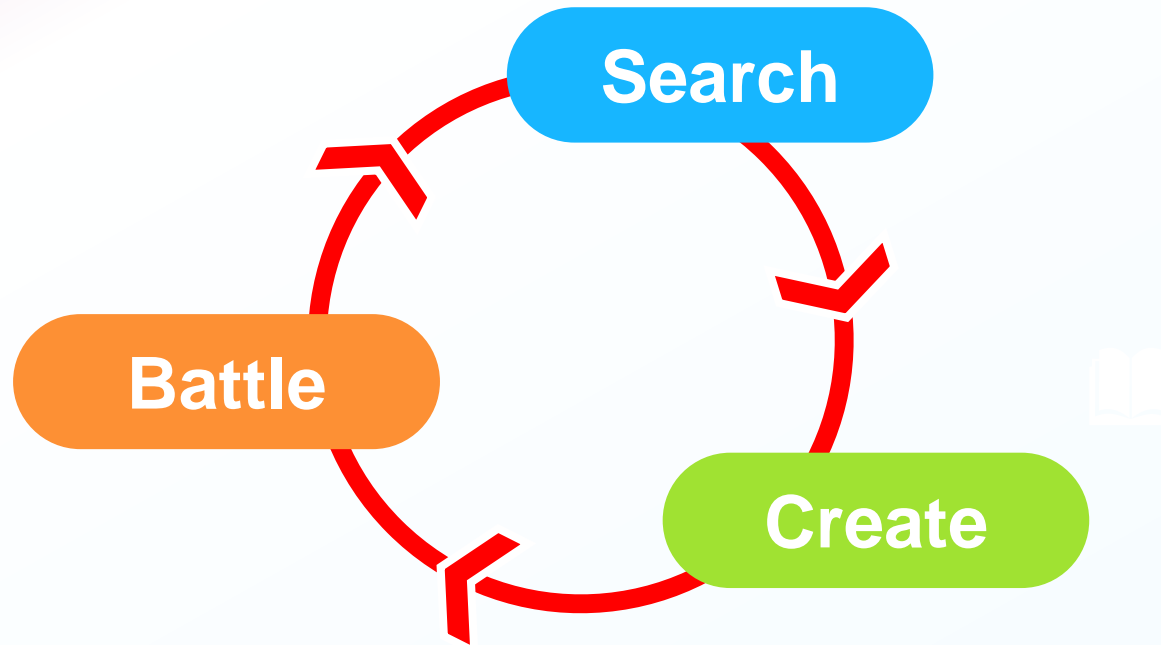
Dragoleaf



**The winner** is the first player to reduce the opponent's HP to zero. Winning a battle is **fun**, and losing a battle will make you want to take **revenge** !!



# Idea



The **joy** of winning a battle or creating a Shape Monster will be your **motivation** for the next search !!

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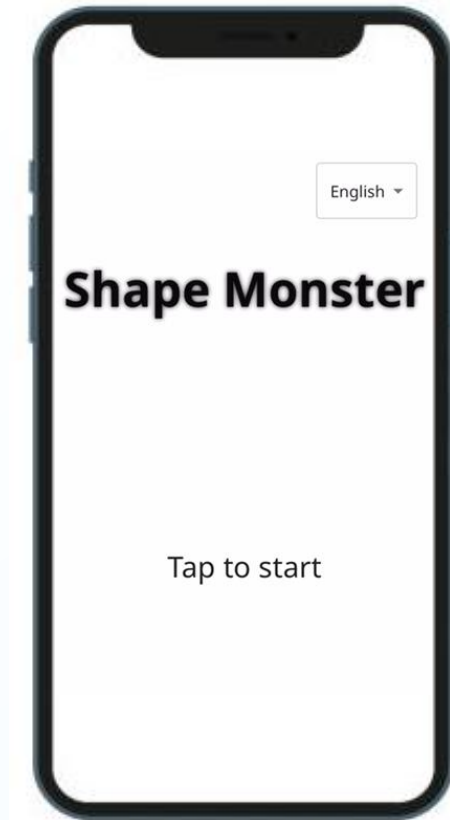


# Design



We have **many kinds** of Shape Monster available !!

# Design

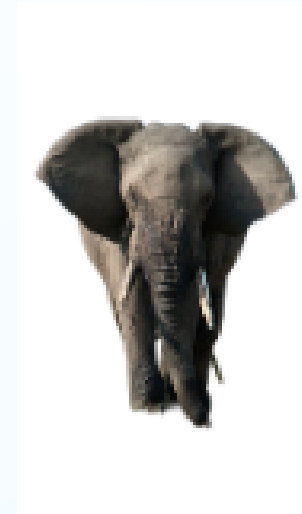
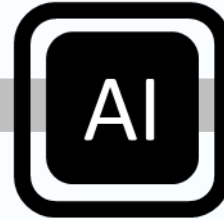


**Shape Monster is available in multiple languages !!**

# Function



Extract

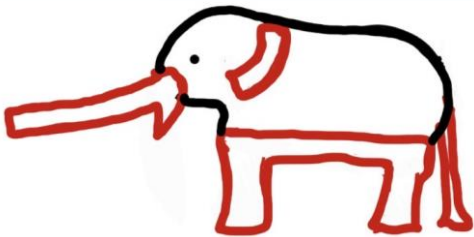


**We use image processing techniques (rembg) to cut out shapes.**

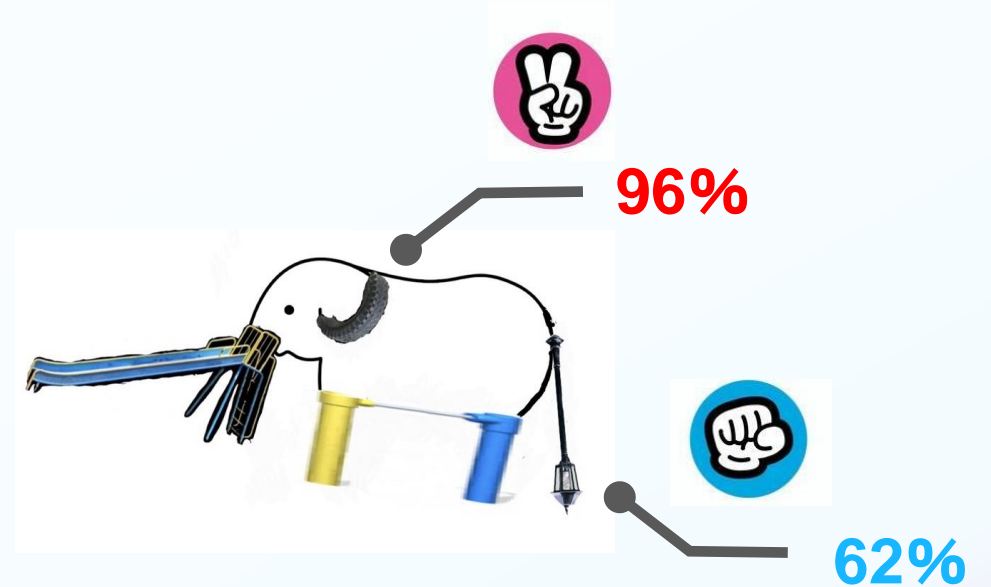
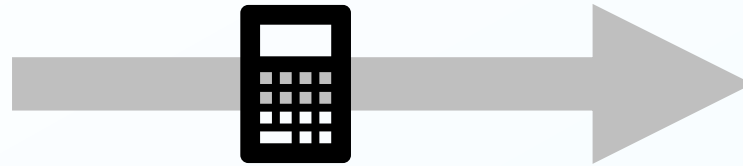
# Function



theme



Calculate



Shape Monster attack power is based on  
**the percentage of match** with the subject.



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# Problems & Feature work





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Let's play with us !!

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Thank you for your attention

Shape Monster