

Top 3 Game Concepts

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“Zombie”-tag

Abstract:

The basic idea of the game is to have people join an environment in which you are randomly assigned a specific role (tagger or person to be tagged: from here on called “non-taggers”). The game starts with just a few taggers at one corner (depending on the total amount of players), and the non-taggers are scattered across the map. The goal of the taggers is to tag everyone (which will also turn them into taggers) and gain points, while the non-taggers try to remain in the game as long as possible.

The non-taggers have some special abilities such as building a fence to protect themselves and other power-ups/defensive means. The idea behind the items the non-taggers can use is that they can be bought in-game. The currency used for buying items, is gained for example by just staying alive or collecting coins. These buyable-items will also challenge the non-taggers to cooperate, as it is much more effective to build fences with a couple of people than just on your own.

The taggers will also be stimulated to work together, as it is easier for them to break fences or to surround non-taggers when they aren’t on their own.

The size of the field will depend on the amount of players and can be dynamically changed, as well as the map itself (if time would allow it).

Necessities:

People waiting:

- Smartphone with a browser

Waiting room / queue / event:

- Big general screen (beamer)
- Server

Technology:

- WebRTC
- HTML 5
- Javascript

Visuals:

General screen:

On this big screen we will show the whole playable field in which we can see where every tagger and non-tagger resides. It will also show some highscores in which we can see which of the non-taggers is staying alive the longest and which of the taggers have tagged the most people.

Player screen (phone):

The player screen will only show a small piece of the playable field in which the player currently walks around. It shows also the points the player has accumulated and some options to buy items.

Goal:

The goal of the game is either to stay alive as long as possible, or until the timer goes off (for non-taggers), or to tag as many people as possible (for taggers).

Paaltjesvoetbal

Abstract

A game with a given amount of players. The game happens on a playing area viewed from above. Each player has his own 'pole' in the area in his own sub-area, and sees this sub-area on his screen. The player also sees a semi-circular shield which he can rotate around the pole. The player has to defend his pole from balls bouncing around the field. The amount of balls depends on the amount of players. Your score is the time you pole is alive. When your pole is hit your timer/score starts again. The longer you live the more 'notoriety' you will get and the diameter of your pole will grow. There will also be upgrades and other game object, which will be defined later.

Necessities

Player:

- Phone with a browser with WebRTC compatibility

Event Organisation

- Central Screen
- Server

Technology

- WebRTC
- HTML 5

Visuals

Main Screen:

On the main screen an area is showed on the left and a leaderboard on the right. The field will have a dynamic amount of subsections dependent on the amount of players. If there are 9 players the field will be 3x3 subsections big. If a player joins the area will dynamically increase to 3x4, the nearest $x \times y$ value above the amount of players with x and y integers.

Player's Screen:

On the player's screen his corresponding subsection is shown where the pole is in the center. Balls in his area will be there as well. He will also see how high his score is and the next score to beat in the leaderboards. This will promote competitive gameplay.

Collaborative Pictionary

25 april 2014

1 Omschrijving Spel

De groep wachtende mensen wordt in twee groepen gesplitst. Groep 1 moet gezamenlijk een object tekenen en de andere groep moet dit object raden. Het doel van het spel is zoveel mogelijk punten te vergaren.

Elke speler heeft op het scherm van zijn smartphone of een interface waarmee hij woorden kan raden. Of een klein deel van het grote scherm waarop hij kan tekenen. Als een speler het woord heeft geraden krijgt hij daarvoor punten.

Dit spel is geschikt voor een plek waar een grote ruimte is waar iedereen zicht heeft op het hoofdbeeldscherm. Uiteraard kan er ook met meerdere beamers worden gewerkt. Mensen moeten wel enige tijd hebben om te wachten.

2 Benodigdheden

1. Beeldscherm/Beamer
2. Spelers met een smartphone
3. Server