

GLASSASSIN

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INTRODUCTION



TECH EXPLORATION



- video display
- video capture

- GPS, Maps
- pace tracker

- AR markers
- secret info

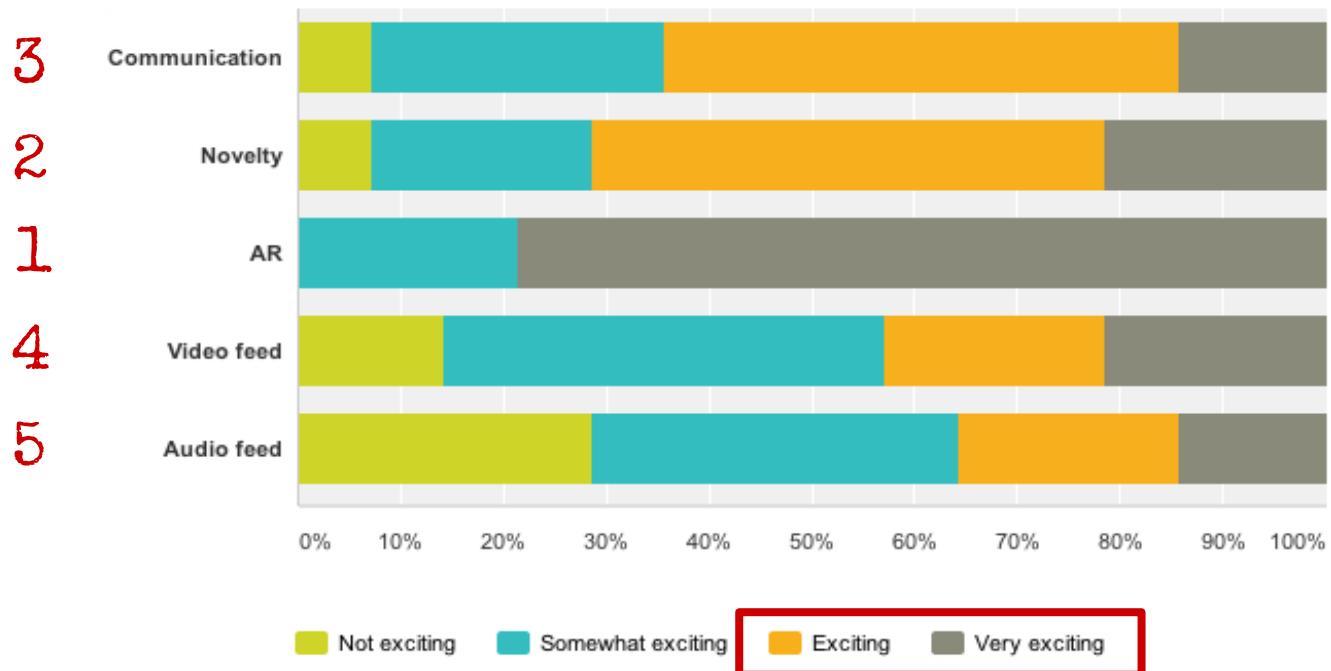
IDEATION

Hunted	phone hunters + Glass prey
Double Agent	pass hidden code words
Blind Glass	actions control character
Survive	chase using other's video
Charades	focus is POV of wearer

NEEDFINDING

How exciting to you are the following features in playing a Glass-based game?

Answered: 14 Skipped: 2



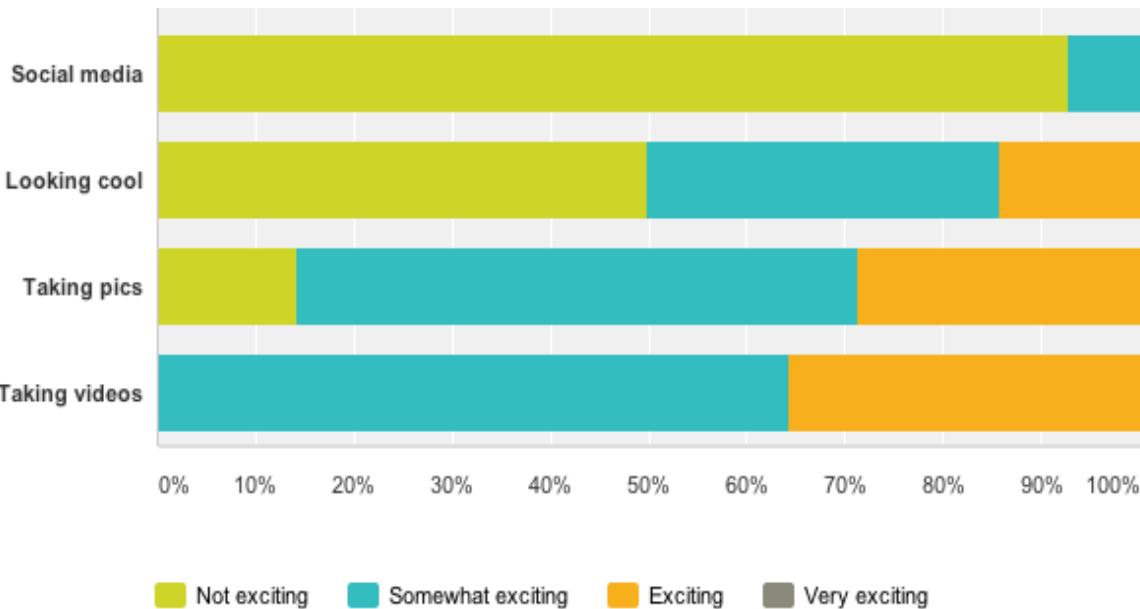
NEEDFINDING

How exciting to you are the following features in playing a Glass-based game?

Answered: 14 Skipped: 2

right.

6

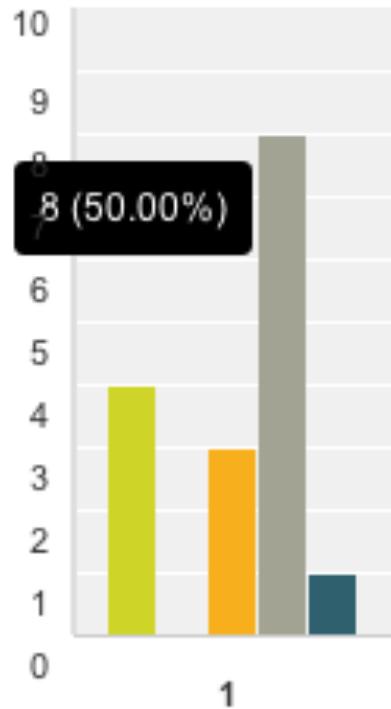


NEEDFINDING

From 1 (first choice) to 5 (last choice), indicate your preference for playing the following games on a Google Glass.

Answered: 16 Skipped: 0

- Hunted: A competitive multiplayer game between a player using Glass and multiple participa...
- Double Agent: A sitdown code passing social game with one Glass player and multiple player...
- Blind Glass: A social game in which a Glass player's movements remotely control a character...
- Survive: A competitive chase game for two Glass players who use each other's live vid...
- Glass Charades: A unique version of Charades tuned around the POV perspective of a Glass u...



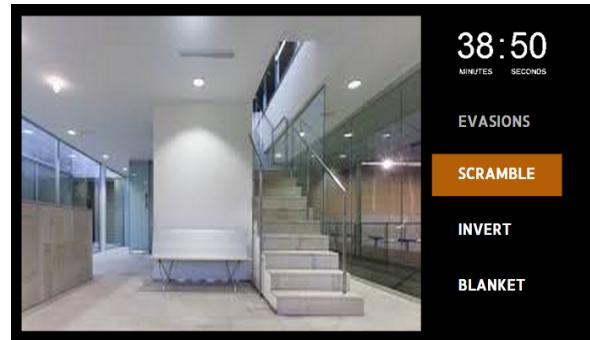
CONCEPTUAL PROTOTYPE

- exploit video feed
- use players' mental models

A L I E N

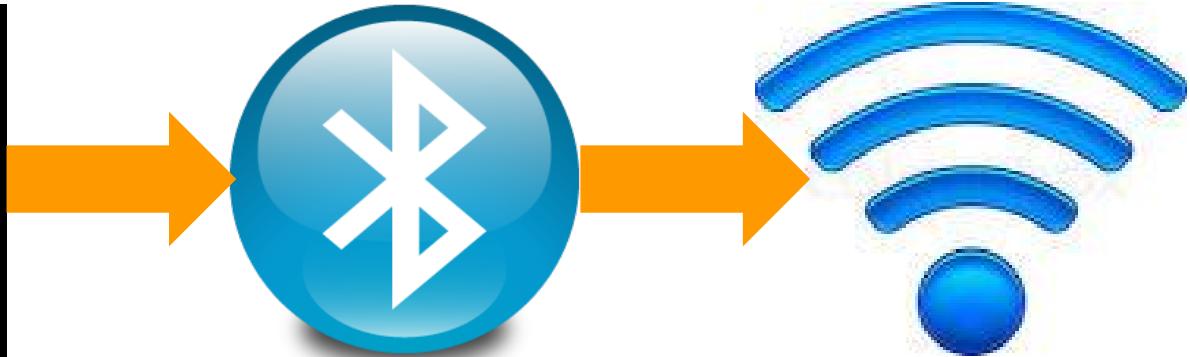
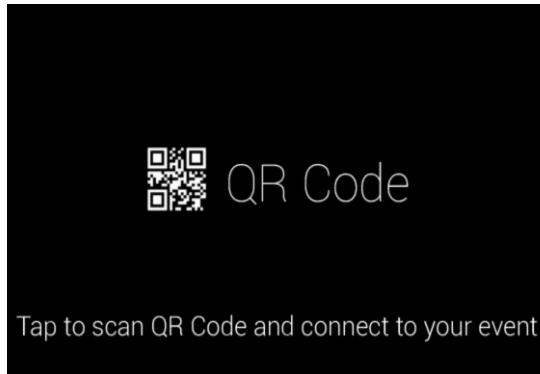
TERMINATOR

CONCEPTUAL PROTOTYPE UI



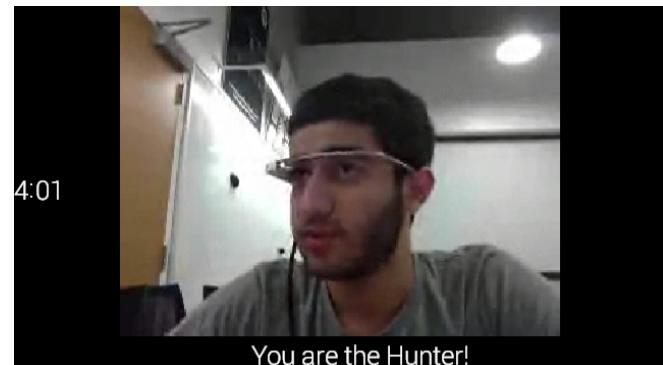
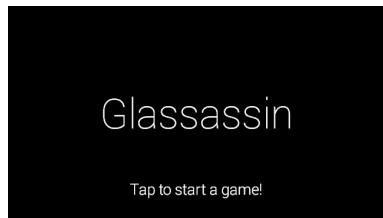
CONCEPTUAL PROTOTYPE CHALLENGE

- How stream video - OpenTok
- How handle “capture” mechanic?

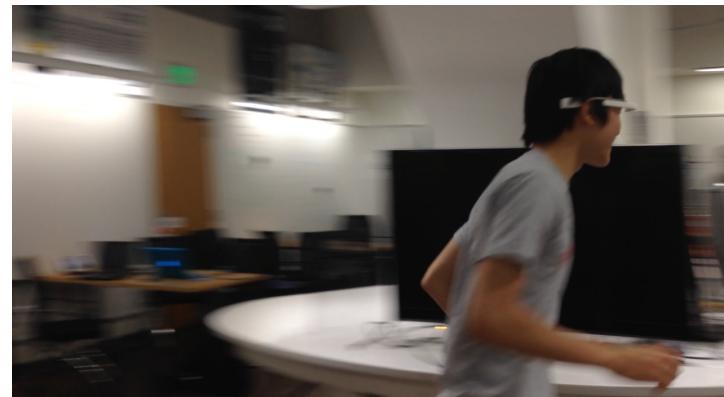


FUNCTIONAL PROTOTYPE

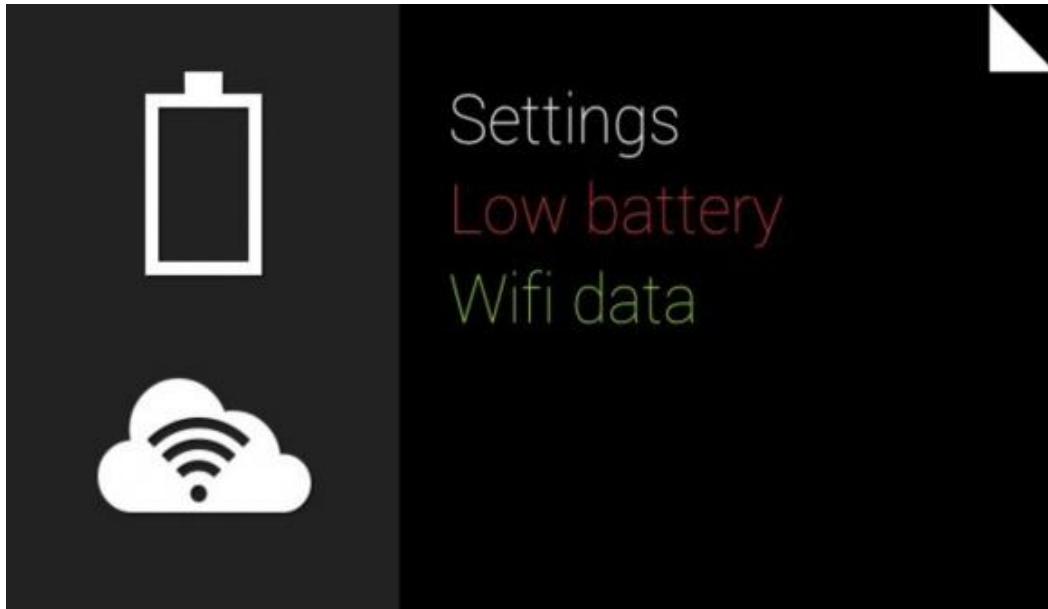
- video takes priority on limited screen space
- keep UI simple and minimal



USER TESTING



HARDWARE CHALLENGES



- overheating
- battery drain
- video latency
- video perf

DESIGN CHALLENGES



- easy to cheat
- too open-ended

CONCLUSIONS

- Hardware/Software Improvements
- Short-duration play
- Enforce boundaries of play space
- Better cheating prevention



FUTURE WORK

- Power-ups
- Team Play



DEMO



GLASSASSN

okay glass, send a message to...

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