
Drunken Ed ...

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Abstract

In this sample we describe the formatting requirements for various SIGCHI related submissions and offer recommendations on writing for the worldwide SIGCHI readership. Please review this document even if you have submitted to SIGCHI conferences before, some format details have changed relative to previous years.

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Guides, instructions, author's kit, conference publications
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Introduction

Drunken Ed is a 2D balance game specifically designed for public displays. The player stands in front of a large display and is tracked by a Kinect. By bending his or her

own upper body, the player steers a drunkyard called *Ed*. The goal of the game is to walk as far as possible without falling down. While the time passes, the difficulty increases continuously. So the player has to keep the balance to not fall down, but at the same time, he or she has to hurry because it is getting harder and harder to increase the walked distance.

One key element of the visuals is the rotating camera: many balance games keep the world static while letting the player balance an object. In this game, the opposite is the case: it is the world around the figure, which needs to be balanced with respect to the upper body.

Mechanics

As long as no player stands in front of the screen, a bar is shown together with three blackboards containing the highscores. A hint invites the player to step onto the mark, which is located in front of the screen. When a player is detected, the main protagonist Ed appears. The player can now get used to the controls, without having to worry about balancing yet. At the same time, the player chooses the difficulty, encoded as three different alcoholic drinks: beer, wine and vodka. By bending him or herself, the player can move Ed to the respective drink. The user confirms his or her choice by doing a drink gesture.

Afterwards, the main game starts. The player must make Ed walk as far as possible to the right. Ed does not walk in a controlled manner, but always follows his center of mass. This resembles a typical accentuated movement of a drunken person. The player bends his or her upper body to control Ed's upper body, which in turn shifts his center of mass. Ed gets faster, the more he bends. The core mechanic is the rotating world: The upper body of Ed has the same orientation as of the player with respect to the

screen, but not with respect to the rotating world around Ed. Therefore, the player must compensate the world's rotation to not tumble, which happens as soon as the angle between the upper body and the floor gets too narrow. Alternatively, Ed tumbles by getting too fast. The higher the difficulty, the faster and uncontrollable the world rotates, which makes it hard to hold the balance and move to the right at the same time.

Ed will eventually fall down. The game over overlay appears and the distance Ed walked until falling down is presented to the player. The distance is the score. If the player got a top three score, he or she can take a picture of him or herself to appear in the highscore list of the bar. The player does so by doing the drink gesture, in order that the picture captures him or her in a drinking posture. If the player does not want to take a picture, he or she has to wait for some seconds without doing anything or to leave the play area. Afterwards, the game restarts and the player gets back to the difficulty selection.

During gameplay, the arms of Ed play an important role: In the difficulty selection, the arms are controllable by the player's arms. However, in the main game, resembling typical cartoony postures of drunkyards, the arms are saggy, pointing straight towards the floor. Firstly, this emphasizes the loss of physical control, because the player's arm movements are ignored now. Furthermore, they contribute to the player's orientation, because Ed's arms being aligned with the upper body mean a neutral posture without movement. When they are not aligned, the angle helps estimating the movement. In addition, the arms have an important feedback role: if Ed is getting too fast, they start to flail. If Ed is about to overbend, they

start to swing. Players quickly understood those actions as alarming indicators.

Design

Since *Drunken Ed* is a public display game, it has to have several properties:

- It must be very easy to understand and to play. Therefore, the game is reduced to one main input (the upper body) and one simple goal (walking to the right).
- One game session must be quite short. The game and also public display games in general are targeting people, which are actually not planning to play. Therefore, they might not want to spent too much time with a game, that they started spontaneously. Furthermore, *Drunken Ed* is a single player game, so players have to take turns, which is easier with short game sessions.
- The narrative elements must be reduced to a minimum. There are no cutscenes, long texts etc. to tell the game's background. The animations, the players actions and keywords like "distance" give the game a humorous context.

Drunken Ed targets at the joy of failing, that is, letting Ed eventually tumble and fall asleep. Ed's tumbling is not implemented as an animation, but physics based, i.e. depending on Ed's locomotion and angular velocity. This means, that failing varies from player to player, since they can take Ed into individual, often awkward, sleeping postures. This also attempts to compensate the fact, that *Drunken Ed* is a single player game, because spectators can have fun seeing others fail.

Future work

The game is still under development. Right now, placeholder graphics are replaced and new obstacle elements are added to enhance the gameplay.

Template

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The examples on this and following pages should help you get a feel for how screen-shots and other figures should be placed in the template. Be sure to make images large enough so the important details are legible and clear.



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Acknowledgements

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Figure 2: A mar

References format

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References

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