Junk Art Unity adaptation

# Pitch research

* Does video display knowledge of area of study and previous work?
* Does video critically evaluate previous work?
  + Find the gap that nobody’s done
  + Find a technique that works well to be incorporated
  + Find a technique that doesn’t work well, to be avoided
* Is project concept justified based on domain, users?

## Existing physics games

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## Board games background

Ancient:

Senet  
Michael Sebbane (2001) Board Games from Canaan in the Early and Intermediate Bronze Ages and the Origin of the Egyptian Senet Game, Tel Aviv, 28:2, 213-230, DOI: 10.1179/tav.2001.2001.2.213

Go/Baduk  
Peter Shotwell (2003) Some New Approaches to the Study of the History of Go in Ancient China and Siberia, The 2nd International Conference on Baduk, <https://www.earticle.net/Article/A24755>

Chess  
Henry Davidson (1949), A Short History of Chess, David McKay Publicarions, Phildephia

First G.A. 1880s-1920s: Margaret Hofer, The Games We Played: The Golden Age of Board & Table Games (New York: Princeton Architectural Press, 2003), 11.

2nd G.A./renaissance: 1990s-present. Epicentre in Germany  
Andrew Curry, “Monopoly Killer: Perfect German Board Game Redefines Genre,” Wired Magazine, March 23, 2009.

<https://www.theguardian.com/technology/2014/nov/25/board-games-internet-playstation-xbox>

<https://web.archive.org/web/20130601124655/http://www.shutupshow.com/post/34426556753/su-sd-present-the-board-game-golden-age>

As a focus for a new 3rd Space:  
<http://bazekon.icm.edu.pl/bazekon/element/bwmeta1.element.ekon-element-000171561541>

Online platforms increase popularity during pandemic:  
<https://www.insidehook.com/article/games/play-online-board-games-during-quarantine>

<https://www.vox.com/culture/2020/4/9/21214076/board-games-online-arena-internet-play>

<https://blog.tabletopsimulator.com/blog/one-year-later-covid-and-the-future-of-virtual-gaming>

Physics-based dexterity games:

* Stacking
  + Jenga (#10168, 5.6), Rhino Hero (#778, 7.2), Junk Art (#507, 7.4)
* Flicking
  + Crockinole (#49 8.0), Pitch Car (#463, 7.3), Cube Quest (#2060, 6.8), Ice Cool (#1040, 6.8)
* Fine control
  + Operation (#25132, 4.1), Klask (#252 7.6)

## Existing board game adaptations and platforms

<https://www.reddit.com/r/boardgames/wiki/play_online>

TTS, BGA, Tabletopia

TTS: no junk art. Jenga, crockinole…  
Very generalised sandbox - learning controls can be overwhelming. Paid  
~7k users online at a time <https://steamcharts.com/app/286160#All>

In-browser multi-game platforms eschew dex games. No need to build physics environment for most other games. Subscriptions required for both Tabletopia, BGA for popular games.

BGA claim 8m+ users <https://www.reddit.com/r/boardgames/comments/y40joy/im_greg_isabelli_founder_of_board_game_arena_bga/#:~:text=I'm%20Greg%20Isabelli%2C%20founder%20and%20CEO%20of%20Board%20Game,players%20from%20the%20whole%20world>.

Games in progress: <https://boardgamearena.com/gameinprogress>

Tabletopia low player counts - hard to find a game with randos

Aim to create game which could be build for Web or standalone binary execution. Implement physics of object stacking, and rules, scoring of game. Hope to include local multiplayer through ‘hotseat’ mode.

## Video script

For my final project I will be using the Physics-based game template

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My proposed game design will be based on simulating a tabletop board game.

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Humans have been playing boardgames for thousands of years and throughout the world. Archaeological examples exist from ancient cultures, and records show the evolution and propagation of games throughout history.

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The late 19th and early 20th centuries are considered the first ‘Golden Age’ of board games. With the advent of commercial production, the variety and proliferation of these games dramatically increased.

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Since the 1990s the so-called “Board game renaissance” has seen a resurgence in the popularity and innovation of modern tabletop gaming.

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While boardgames are inherently physical objects, a subset - known as “Dexterity games” - make explicit use of their physicality, and may thus be an appropriate influence for a physics-based computer game.

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These dexterity games can be divided into three types. Flicking games require the players to accurately maneuverer pieces around the game space, negotiating their interactions with other pieces or obstacles.

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Stacking games involve balancing pieces atop each other, generally with the goal of creating the tallest structure, or avoiding a collapse.

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Fine control games rely on the players’ hand-eye coordination to perform various tasks.

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The resurgence of interest in board games in the last few decades has coincided with the expanding availability and capabilities of computers and the internet. This has led to the development of several digital adaptations of these games.

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Services such as Board Game Arena, Tabletopia, and Tabletop Simulator allow players to participate in a variety of games without requiring the physical space for their components, and with access to an internet’s worth of opponents (or team-mates).

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Tabletopia and Board Game Arena are browser-based services, with subscription models. They host a curated list of licensed games, strongly enforcing their mechanics and rulesets. The game engines used are two-dimensional with no physics simulation, and are thus unsuitable platforms for hosting any type of physics-based dexterity game.

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Tabletop Simulator is a 3D ‘sandbox’ environment designed specifically to enable a realistic simulation of a board gaming experience. Game mechanics and rules are not enforced by the software, requiring players to move components around just as if playing on a real table. This allows great freedom in the types of games playable, but also requires the players to know - and manually implement - all game rules.  
The intentionally generic nature of the gaming environment makes this software less suitable for some game types, especially dexterity games. The physics engine within the game is functional, but the control scheme can be unintuitive. The platform serves reasonably well at simulating flicking type games such as Crokinole, but even simple stacking games such as Jenga are fiddly, and in some cases virtually impossible to play convincingly.

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My proposal is to create a piece of software to simulate a single dexterity game, inspired by the physical game Junk Art - a game which revolves around the stacking of objects with unusual shapes.  
The software would include the physics of moving and stacking these objects, with an intuitive control scheme allowing players to move objects with six degrees of freedom. The rules and scoring of the game would be automatically managed by the software. While online multiplayer will likely be out of scope for this project, local multiplayer via ‘hotseat’ or control-passing would be included.

Thank you for your time, and good luck to my fellow students with their own projects.