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

.

## 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

.