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 [1]

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> [2]

Chess  
Henry Davidson (1949), A Short History of Chess, David McKay Publications, NY [3]  
<https://archive.org/details/shorthistoryofch0000davi/page/n1/mode/2up>

Ur Excatvations. [4]

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. [5]

2nd G.A./renaissance: 1990s-present. Epicentre in Germany  
Andrew Curry, “Monopoly Killer: Perfect German Board Game Redefines Genre,” Wired Magazine, March 23, 2009. [6]

Eurogames: The Design, Culture and Play of Modern European Board Games [7]

<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> [8]

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

<https://blog.tabletopsimulator.com/blog/one-year-later-covid-and-the-future-of-virtual-gaming> [10]

<https://boardgamearena.com/news?f=10&t=31756&s=SUMMER+of+GAMES+2023%3A+a+full+month+of+daily+releases%21> [11]

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)

[8] [9] [10]

[11] [12]

[13] [14]

## Existing board game adaptations and platforms

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

TTS, BGA, Tabletopia

[15] [16] [17]

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.

# Proposal video

Add more on online boardgames since Covid

Add more on stand-alone executables

<https://www.handelabra.com/spiritisland>

<https://www.asmodee-digital.com/en/gloomhaven/>

<https://catanuniverse.com/en/>

<https://www.asmodee-digital.com/en/carcassonne/>

# Literature review

4-6 items of previous work, potentially including:

* Similar projects
* Techniques and methods - not necessarily included in a similar project
* Studies showing effectiveness of approach

Evaluate work, explain relation to the project.

Marking criteria

* Knowledge of area of study, previous work, literature
* Critical evaluation of these
* Proper citation

Evolution of game controls:

<https://d1wqtxts1xzle7.cloudfront.net/4966311/6-libre.pdf?1390839515=&response-content-disposition=inline%3B+filename%3DThe_evolution_of_game_controllers_and_co.pdf&Expires=1699112118&Signature=W8i0mulPnebibiXknj56n-mHScuuYC3qxobD4eCuGjdzLg5BRggQUsXxDNY9rduOzEp2zLjfdL~pMKBhUWzN9E3s3~xk~6UX4-VAvO57-iuaxjKbRJGe77mvPNe~hNCFYT9YIbNp9A6i-ODnXXGh4NNGZl4X1fNF7y-xJsztUNWpGaMMG3PavTHNoQ1eDszXr1V~ctGN-CReVeK9JedmSJEGvucKEcPWb2BEsSG-iw0qS9WDtP-e8~~exFyUMiTiMgR2wFQ-SxP~AUbjJlqMm~bsv~WjLBtSMk1BCQQbo92cxCVPLiAvg0Uxmd7YiCW9pbLSeVBE5do2W2dDCUME9w__&Key-Pair-Id=APKAJLOHF5GGSLRBV4ZA>

Pick up and place objects:  
TTS

Portal:

* 1st person avatar navigation: WASD, mouse look
* Pick up object with keypress
* Object locked in front of camera centre
* Maintains orientation WRT camera from when picked up
* Can’t be rotated while held, in any axis
* Collisions occur while held
* Can knock other non-static object while held
* Gravity takes over when released

Digital jenga:

<https://www.gamenora.com/game/jenga/> primitive, algorithmic stacking, no actual physics. Hard to establish provenance, reused all over the place in online collections of in-browser games.

<https://chandlerprall.github.io/Physijs/examples/jenga.html> tech demo for Physijs plugin. Reused all over the place

# Design phase

Incorporates:

* Project design
* Work/time plan
* Evaluation plan
  + How will the project be tested
* Prototype
  + Test ideas for feasibility

Can test wireframes etc with users

Should test feature prototype (test)

## Design document

* Project overview, inc. template
* Domain, users described
* Justify planned features based on domain
* Describe project structure
  + E.g. UI, software architecture
* Key technologies and methods described
  + Algorithms, libraries, approaches, techniques, development platforms
* Work plan
  + Gantt chart, key milestones
* Evaluation plan
  + Evaluation techniques, aims evaluated against

4 pages + images/refs

# Prototype

Grab object at camera focus <https://www.youtube.com/watch?v=zgCV26yFAiU>

Alternative method <https://www.youtube.com/watch?v=6bFCQqabfzo>

Used combination of above, added scrolling for local Z translation.

Crosshair texture asset pack (free) <https://assetstore.unity.com/packages/2d/gui/icons/crosshairs-25-free-crosshairs-pack-216732>

Video:

* Show how it works
* Show some of the code
* Evaluation as it stands

# Preliminary report

Coursework 1: 10% of total

* Introduction
  + Template, concept, motivation
  + 288/1000 words
* Lit review
  + 1951/2500 words
* Design
  + 1633/2000 words
* Feature prototype report
  + 0/1500 words
  + 3-5 min video

Overall max 3872/6000 words (some sections must be under to comply). Not counting title page, refs

# Final report

Feedback received by others:

* Final report should have table of figures and list of tables
  + Each should be numbered and captioned
  + Separate numbering for tables and figures
* Introduction should contain
  + Project concept, motivation
  + Introduce other chapters to give overview of whole project
* Critical analysis of project’s strengths, weaknesses against original objectives
  + Should incorporate evaluation metrics
* Figures should be effectively linked to text

# Custom assets

Blender tutorials from Blender Guru  
<https://www.blenderguru.com/>  
<https://www.youtube.com/watch?v=nIoXOplUvAw>

Colliders - can’t be concave due to Physics engine restrictions (<https://docs.unity3d.com/Manual/rigidbody-configure-colliders.html>)

Build compound collider from multiple convex primitive colliders <https://docs.unity3d.com/Manual/compound-colliders.html>  
<https://docs.unity3d.com/Manual/compound-colliders-introduction.html>  
<https://docs.unity3d.com/Manual/create-compound-collider.html>

(Paid) Assets can generate colliders from object meshes:  
<https://assetstore.unity.com/packages/tools/physics/technie-collider-creator-2-217070>

Used Easy Collider Editor (paid):  
<https://assetstore.unity.com/packages/tools/level-design/easy-collider-editor-67880>  
Uses VHACD (Voxelized Hierarchical Convex Decomposition) to break down hull into multiple convex mesh colliders.  
<https://github.com/kmammou/v-hacd>  
<https://github.com/Unity-Technologies/VHACD>  
V-HACD algo described in: <https://docs.google.com/presentation/d/1OZ4mtZYrGEC8qffqb8F7Le2xzufiqvaPpRbLHKKgTIM/edit#slide=id.g123758ab003_0_295>

Import blender into Unity:   
<https://docs.unity3d.com/560/Documentation/Manual/HOWTO-ImportObjectBlender.html>

‘Jump’ piece top curve calculated using

# References

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