

Pre-O Program to use Video
Game as Interface for
Campus and Objects

The World Map

- 2D Map from above
- Similar structure to campus
- Can make puzzles that interact with the environment of campus such as something using blue lights and talking to campus police



Buildings

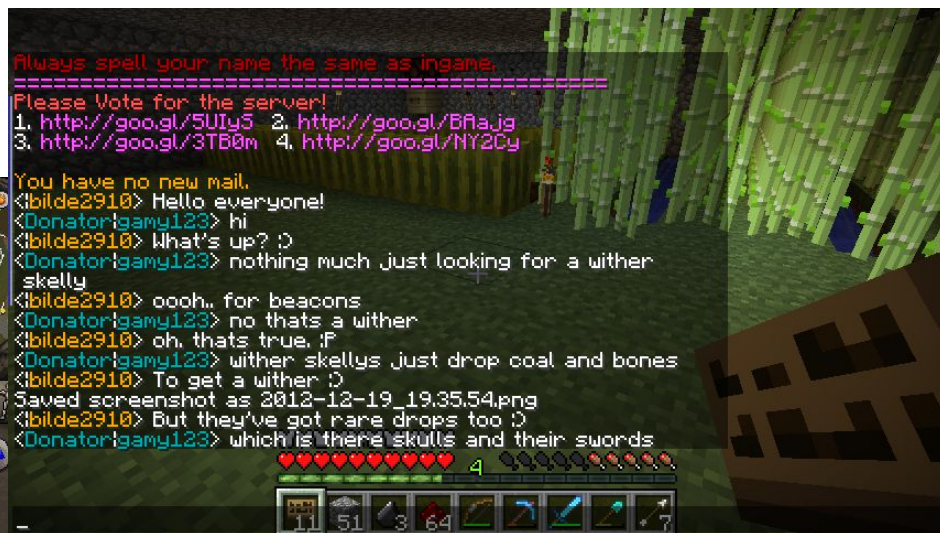
- Free roam to do as we please
- These can work the same way with an overhead view or we can do a more side scrolling view as in the picture on right



Multiplayer

- Each player gets an account
- Chat boxes so that they can interact with each other
- Additionally, fake NPCs could be added to the game played by P.S. members to allow for interaction puzzles.
- Because each player will be running this on their computer, we can change graphics selectively on some people's machines based on metadata attached to their account
- Similarly we can completely change the layout of the map for some people so they have to work together to solve puzzles

Player-Player Interactions



NPC-Player Interactions



Puzzles

Can be just in place or have more lead up after some form of narrative elements.
Whatever you want can work and we can build the total narrative of the game around that

