

Stomping Grounds

Real Time Multimedia Concept
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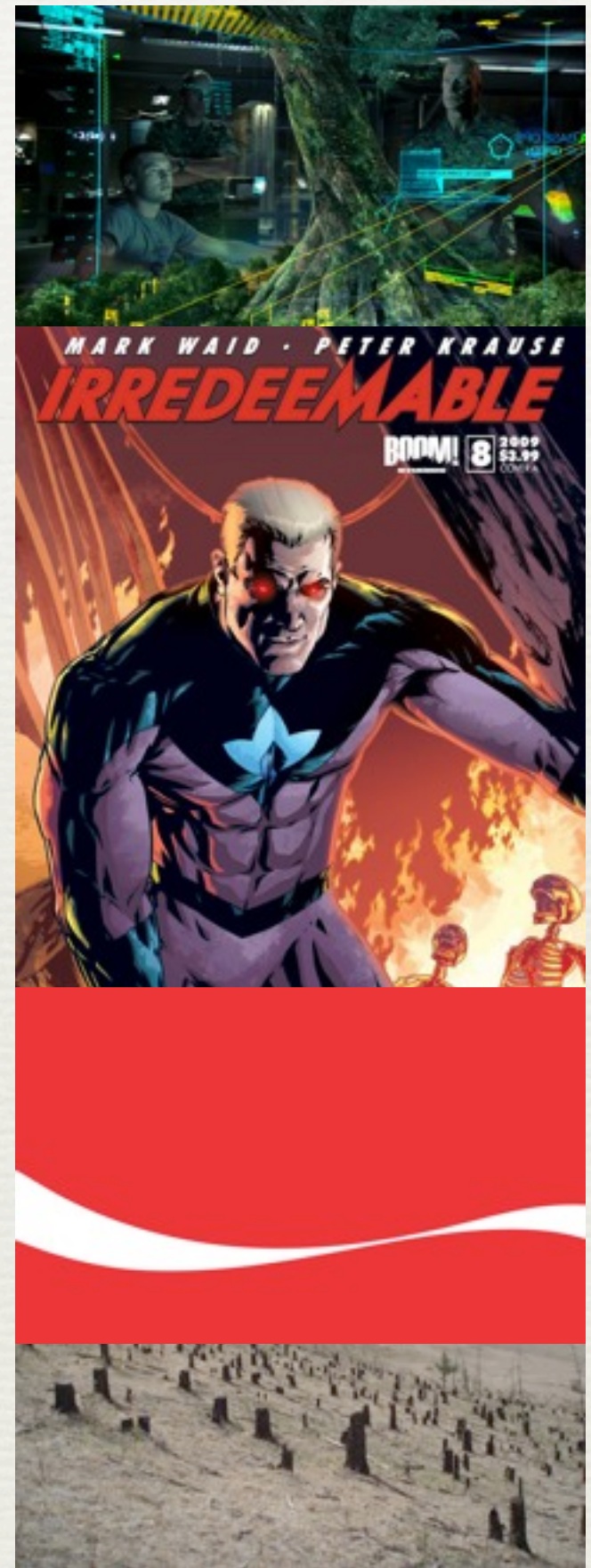
(Poll)

Inspiration



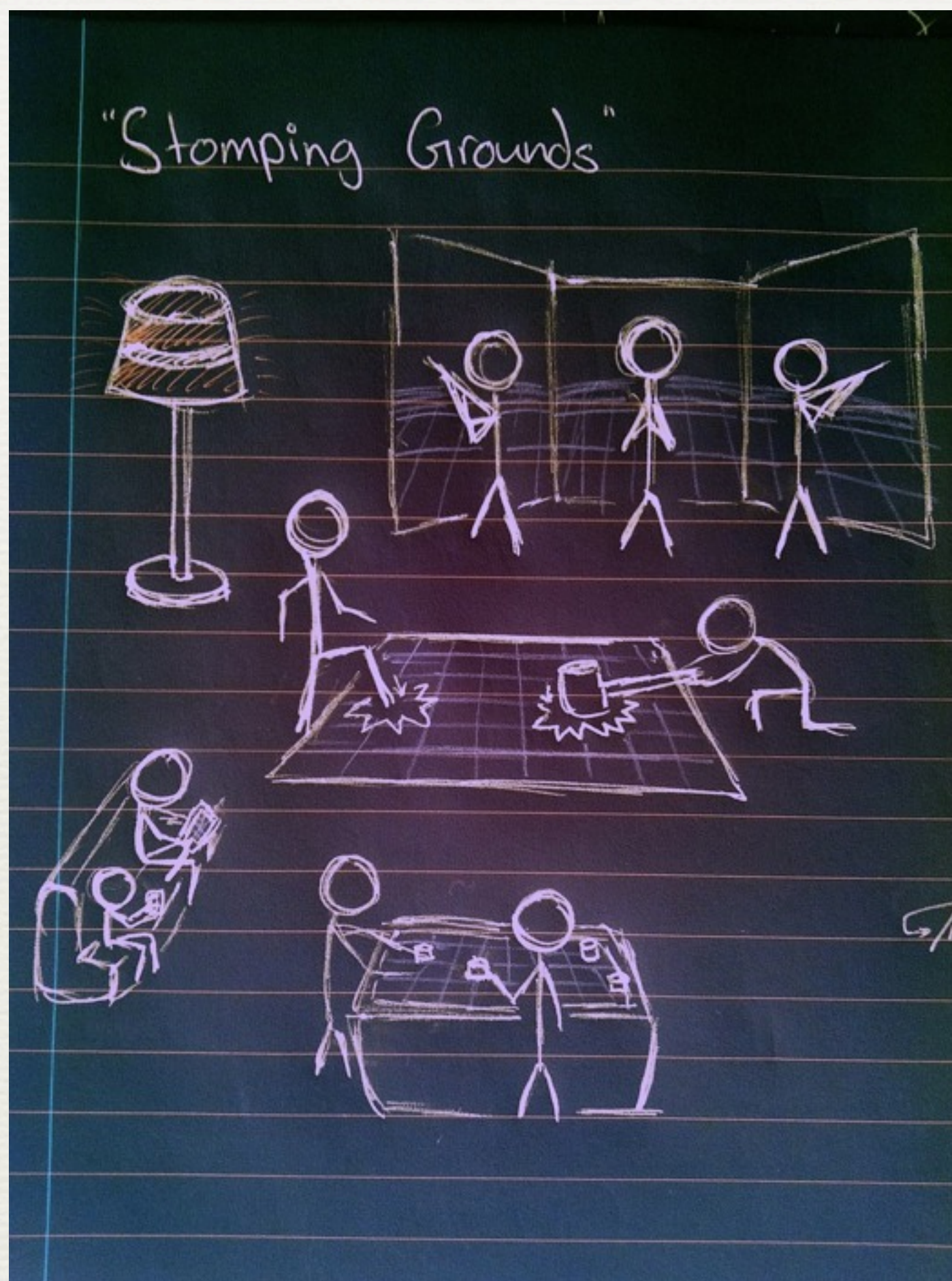
Ok, I'm going to (really) quickly talk about my inspiration, and then focus my concept. Most of my inspiration came from the realisation that what attracted me to each one of these games as I grew up were the **communal aspect** they possessed, whether it was direct or not. These games had players or watchers that were physically in close proximity to them, people experienced not just the game, but it's effect through all the players. (Recently I've also been hooked onto Tower Defence HD on iOS).

Inspiration



I also love when other mediums explore the grey area between notions of **good and evil**, also how **small actions can have large consequences**. This drove me to the idea of Tower Defence Game with a gradually impacted in-game environment, in addition to a story whereby the game aesthetics essentially suggest you are a protagonist, until the end of the game, where it is revealed that you aren't.

(If suitable, and time permitting) In terms of aesthetic concepts, I may add embedded (futuristically fake) advertising, showing off a **materialistic culture**, as well as aesthetics to emphasise the notion that the **victor writes the story**.



Concept

(Focus) Now to my concept. How would this tower defence game actually work? I envision the entire game existing in a single room (with the possible exception of mobile devices). Here players can collaboratively take on ∂ roles at ∂ platforms of the same game.

(Point) The original concept began with the idea of allowing people to 'stomp' onto a projected floor, killing off enemies from a birds eye view. Due to potential ux flaws, this idea was extended to peripherals such as inflatable hammers.

(Point) Another platform to simultaneously play the game would be Tablets and Smartphones, providing a selective set of game mechanics from traditional tower defence games.

The multitouch table would also work similarly to traditional gameplay, with the addition of real tangible game tokens (much like how historic military strategies were represented by physical models of units on a map).

Up here, the vertically projected version of the game can be compared to time-crisis. The user's view would no longer be a birds eye view of the game, but rather a panoramic 3d translation, allowing for first person shooting.

Of course I won't have time to integrate all of these platforms, so I'll be aiming to get just two working, a few depending on time.

Timeline

Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
		Catchup / +1 Sys.			Catchup			
1 System Σ	+1 System Σ	UX Refine System				2s, ~+1		
			Visual Systems & Draft Visuals	Overall Aesthetics		3		
User Test	User Test							
			Doc on Schedule		Doc on Schedule		Doc on Schedule	
					(Presentation)			(Final)

And here is my timeline, focusing on getting basic systems running, before aesthetics, with the occasional user test.

My general ideas are still quite flexible, so if you have any input or questions I'd love to hear them.

(Potential vote)