

Game design for Kids in a Transit Environment

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Need for the Project



Travel is for various reasons

Mostly people sleep during travel

They also indulge in reading or chatting

To improve child-parent interaction

Games stimulate the mind

Players participate to win

Knowledge games (non-conventional learning)

Game with preference

Terms Involved

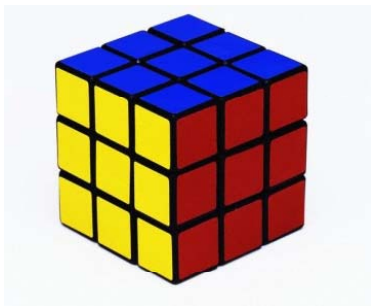


Toy

Object or representation of something familiar

Plaything, no defined play

Single person



Puzzle

Object to perplex a person

Think, Knowledge

Unique solution



Game

Competitive activity

Skill, Chance, Endurance

Rules

What is a Game

Play

Entertainment

Rules and Strategy

Interaction

Element of Fun

Onlooker Involvement

Winning, Gaining

Bonding

Luck or Chance

Superiority through learning

Unpredictable

Repeat play

Role-Play

Control

Educational

Uncertainty

Degree of problem solving

Duration

Travel Games



Shrunk edition of Best-Sellers

Modifications are made to counter travel effects

Attractive but compact packaging

Less Literature content

Design Brief

Two or more players

Inexpensive

Ages 6 and above

Luck and Chance

Easy to learn

Unpredictable

Not very long (unless challenging)

Strategy

Small packaging

Show-off potential

Travel related motion

Induce Repeat play

Minimum Hardware

Learn-ability

Opponent Interaction

Train Travel

Onlookers' Interest

Durable

People and Travel

"Arey bhai, rush kitna hota hai, kuch bhi kaise khelega, baat karte hain sirf!!"

Train mein sirf 'pass' dena hai."

"Bacche idhar udhar dekhte hai, khidki ka seat deneka"

"Agar sirf bacche khule toh enjoy kare, aur bade bhi enjoy kare"

train journey mein koi interesting naya game hona chahise"

"Mere bacche mind power ke games khelte hain, aur kuch intelligent aur challenging hone chahinge!!"

"Bus enjoy hona chahinge, sab saath baithke khelenge"

"and ladders, ludo aisehi games travel time khelte hai hum log. Thoda jyada intelligent log ko chess khelte dekha hai"

Train Travel



Space constraints in a train aren't that much

As depicted here in a two-tier A/C

Students of Kendriya Vidyalaya, IIT Campus

- Standards 5th to 9th

Students of Campus school, IIT Campus

- Standards 5th to 7th

Existing Products



What is available on the shelf

Games included Scotland Yard, Game of life and other games designed at IDC

Puzzles and activity games

Understanding how they worked, what makes them click

Also looked at the aspects like luck, chance, strategy, initial and final conditions

Game Theme Ideation

3D Board.

Inflatable board.

Environment Game

Vocab/Logic Based

Business/Stocks game (girls)

Strategy based.

Educational - History, Geography.

Construction Based.

Assemble and setup game.

Shrinking or Expanding.

Random Play Environment.

Roll of the die.

Special Die.

Electronic Code die.

Spin - Wheel.

Game themes decided

Environment Game

Hunt the Terrorists

F1 Game

Hexagonal Game

Knockout

Own the World

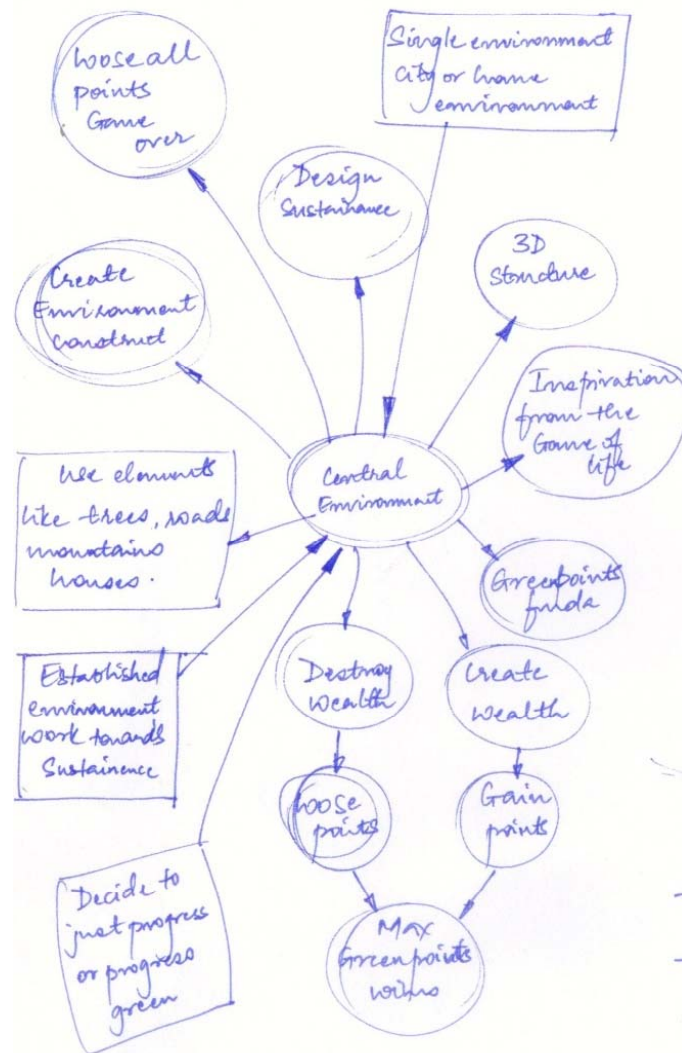
Vertical Limit

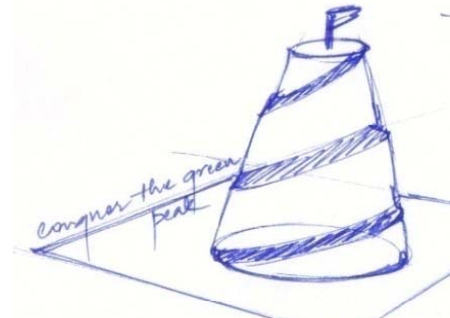
- Know More
- How to conserve
- Hazards
- Preservation Techniques

Environment Game

22/1/09

ENVIRONMENT GAME



- 
- parts of the game activities.
- relocate your house
 - construct roads.
 - put up industries
 - schools.
 - shopping centres.
 - parks.
 - animal safari
 - jungle preservation.
 - design gardens/landscaping
 - prevent pollution.
 - manage traffic cleverly
 - recyclability.
- relocation of trees.
- conversion to green areas
- solar energy
- sustainable devices of energy
- Build an environment from details
- If you build a better environment you win points.
 - If you destroy environment you lose points.
- Build a factory
- Set it up to handle environment hazards.
 - Decide which factory to put up.
- 3D board game inflatable.
- Add subtract elements.
- provide surplus.
- counters like stepometers or thumb counters.

- strategy Planning
- Team work
- Sportsmanship

Hunt the Terrorists

Game 2
Sheet 1

Hunt the Terrorists:-
Contents: 1 Board, Map of ~~South Bombay~~ ^{Come Place}, custom-made, Police pegs, terrorist pegs, Bomb pegs.

Aim: Police track down the terrorists before they can plant a bomb in six places in the city from 12 to 18 pre-alerted risked locations.

- Police officers include ATS agents, MARCOS, BLACKCAT, RAF.



Gameplay:-

- One turn per person. no roll of die, Terrorists start first.
- Roads and streets are marked and numbered
- Terrorist write down their moves on a pad. it is not revealed. Terrorists reveal themselves once every 4th turn.
- Officers use their own vehicles to pursue the terrorists or travel by foot.
- Terrorists may use the train, the bus or the taxis until their token coupons last. They have to make themselves visible if they plan to Boost a police vehicle.
- Each officer gets two chances to diffuse a planted bomb. He gets an award for bravery.
- Terrorists loose one ticket, per bomb found.
- Terrorists win if they get off 6 bombs. the officers win if they catch the terrorists.
- Officers get backup.

F1 Game

Formula 1 Game:-

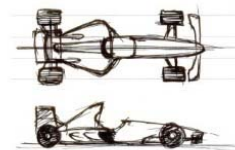
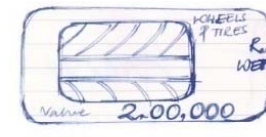
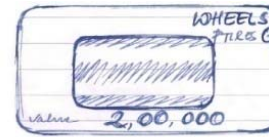
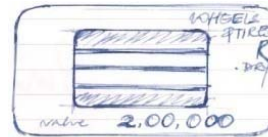
Contents:- 1 Board, Interchangeable tracks, Cars, wheels, drivers, money, ~~bank~~, die. (F1A)

How to Play:-

- Each player starts with an initial amount.
- Player has to allocate his resources to buy, the car, the type of wheels, the driver and the team.
- How much gas to buy, how much to use and how much to preserve is a decision.
- Every purchase carries some points. The points decide the validity and qualification to race.
- Enter your car in the race.
- Play the die and decide how to move forward on the tracks.
- One pit per race, two lap race.
- First one to finish the race wins.
- Win points and money for winners.
- After each race drivers shuffle from a random pick from a black bag. (Coloured dice)
- Players have the chance of modifying their teams with their winning money, in between races.
- The player with the maximum number of points wins the game.
- There are 6 tracks with varying difficulty levels and varying stages of gameplay.

Uncertainty:-

- Introduce a qualifying track.
- Add concept of a life card.
- Different tracks, increasing level of difficulty.
- Also add live repair card, wet tyres card, spare & extra fuel to be added.
- Answer F1 trivia questions, just move ahead.
- Collect flag with answering strategic questions, if you have a flag only then you finish the race.

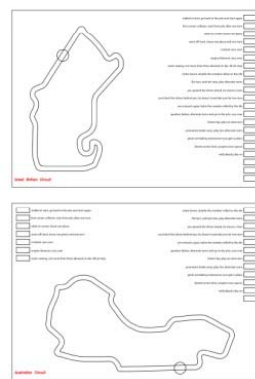
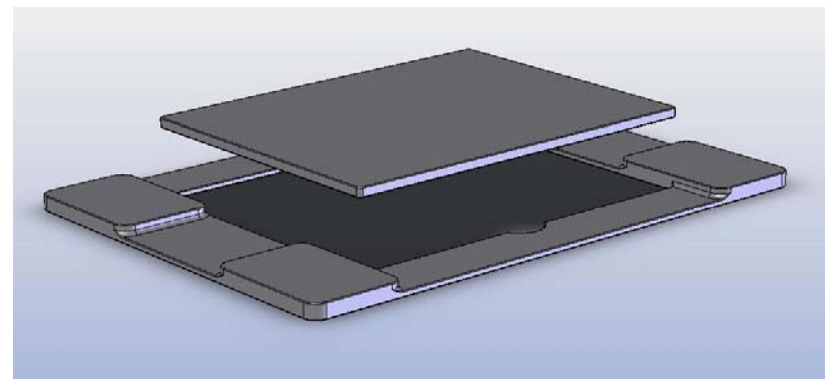
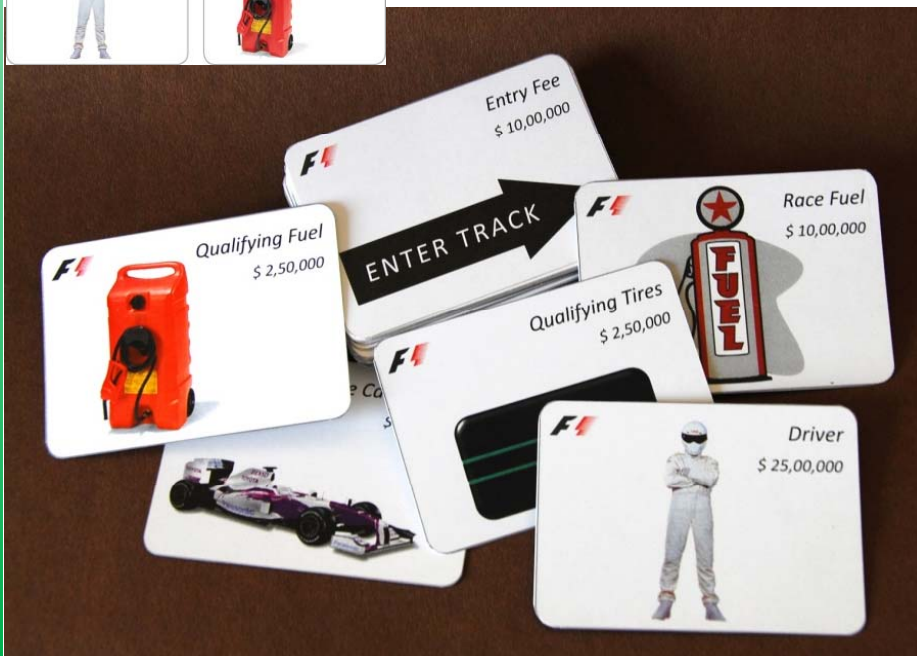


- Enthusiasts to know more

F1 Game

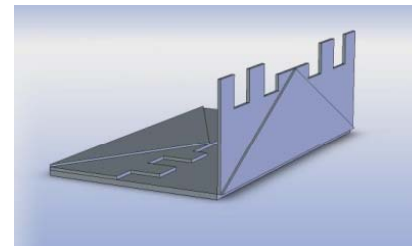
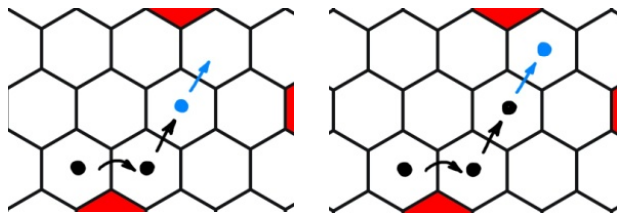
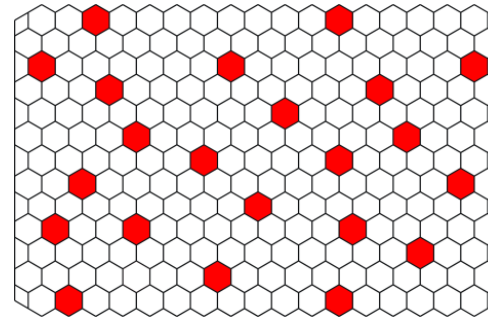
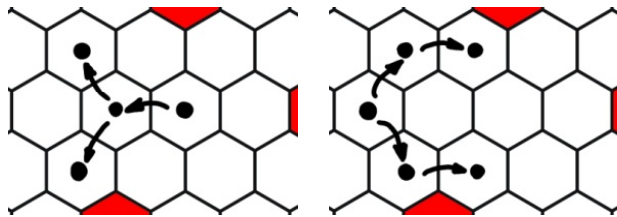
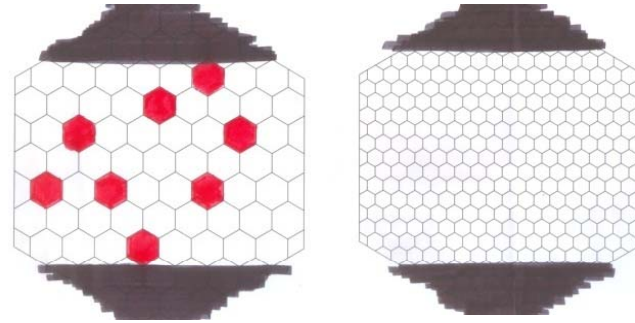
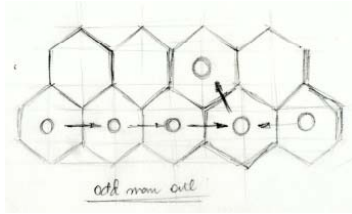


Car	25 lacs	After race
Wheels (3)	6 lacs	One more race
Qual Tires	2 lacs	Race wheels 6 lacs
Team	10 lacs	Race fuel 10 lacs
		Entry fee 10 lacs
		26 lacs
Car	25 lacs	
Race Wheels	6 lacs	
Qual Wheels	2 lacs	4 th posn - 14 lacs
Team	10 lacs	3 rd posn - 24 lacs
Race fuel	10 lacs	2 nd posn - 30 lacs
Qual fuel	5 lacs	1 st posn - 38 lacs
Driver	25 lacs	
Entry	10 lacs	83 lacs
		93 lacs
Qual Race	5 lacs	98 lacs



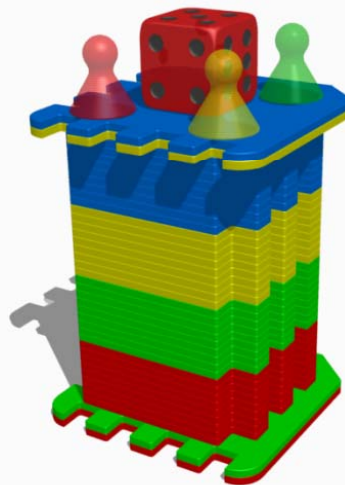
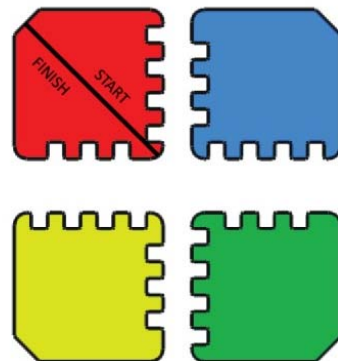
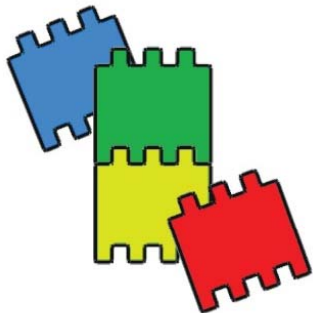
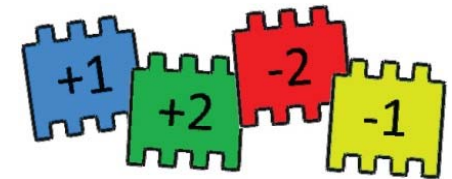
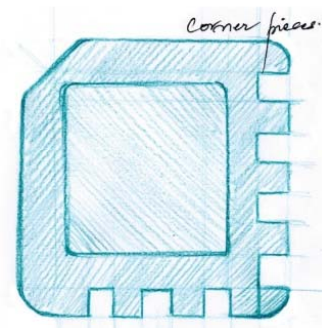
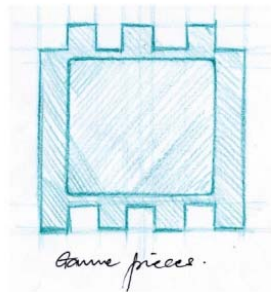
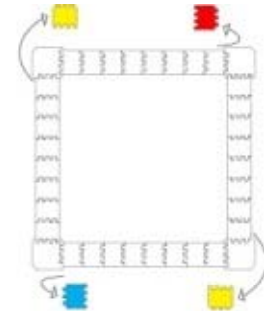
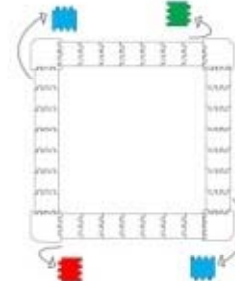
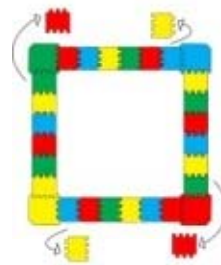
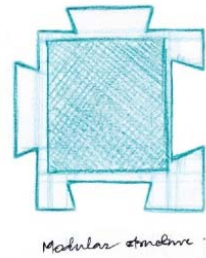
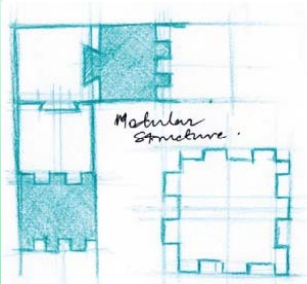
- Direction sense
- Winning attitude
- Strategy and avoid traps

Hexagonal Game

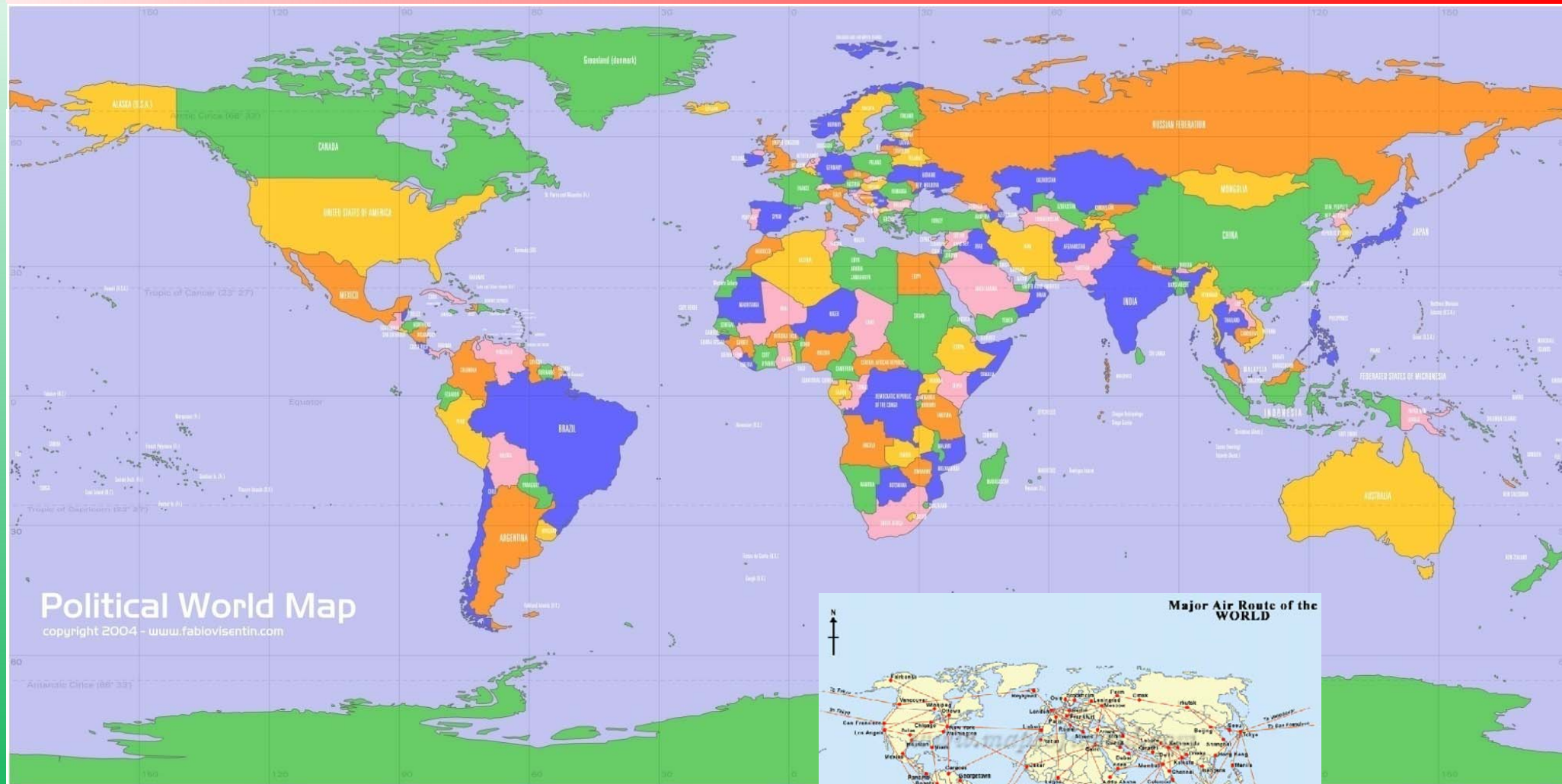


- Flexible strategies

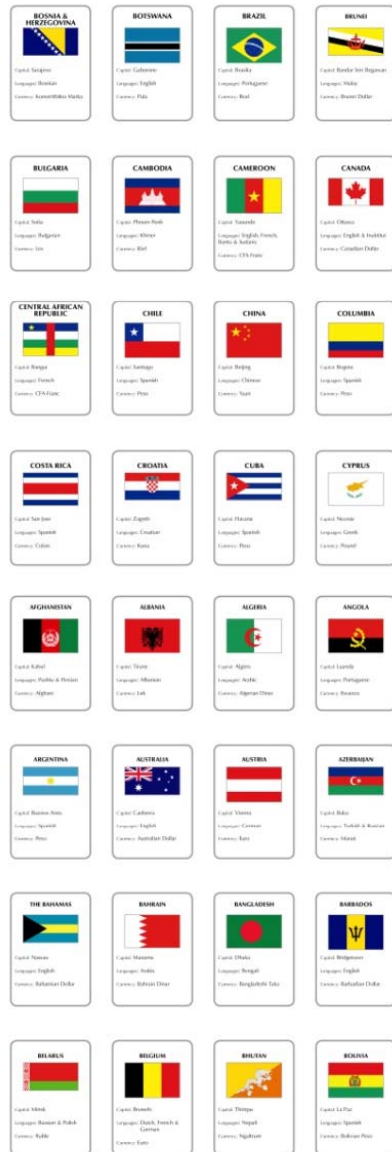
Knockout



Own the World

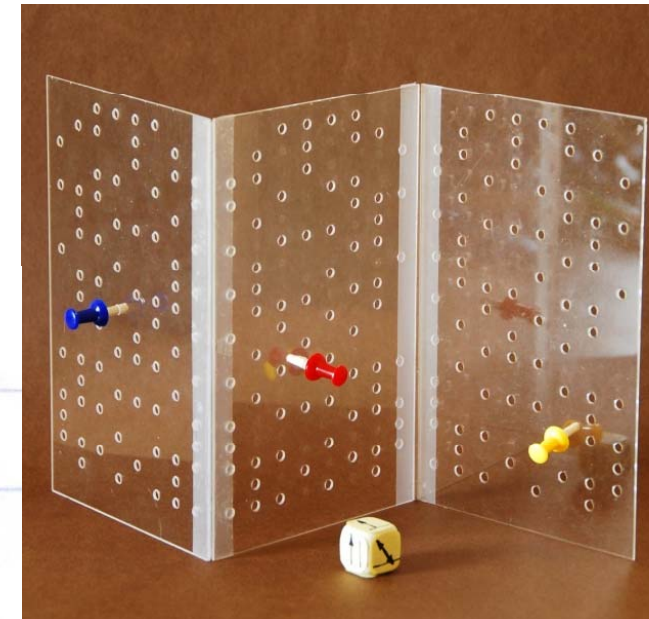
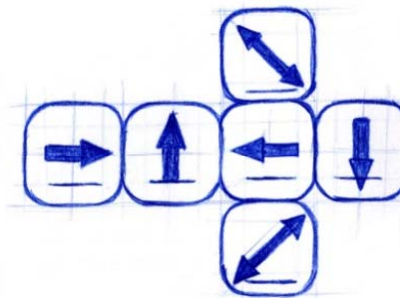
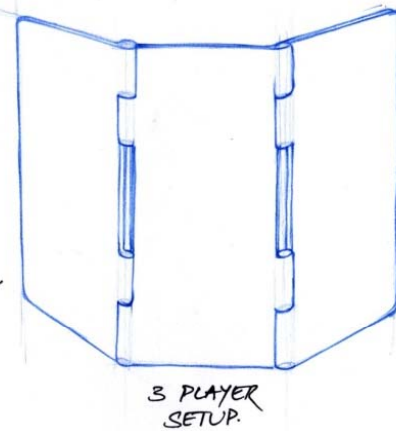
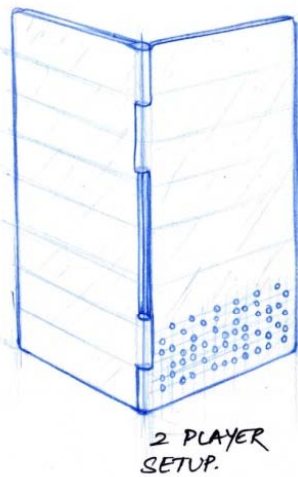
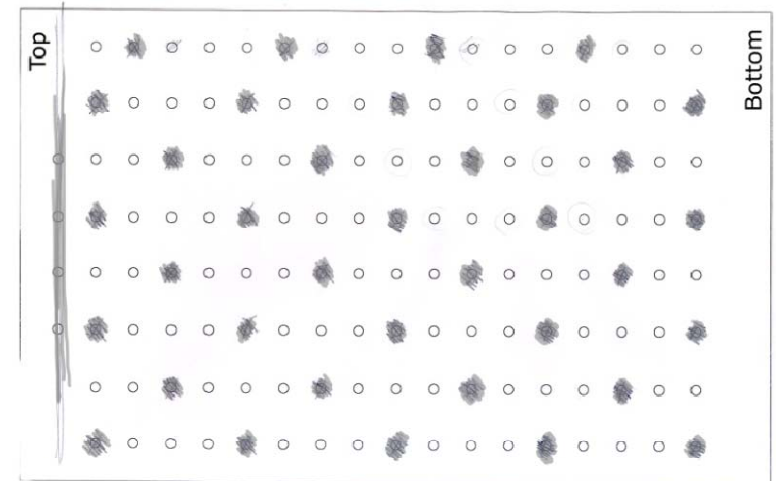
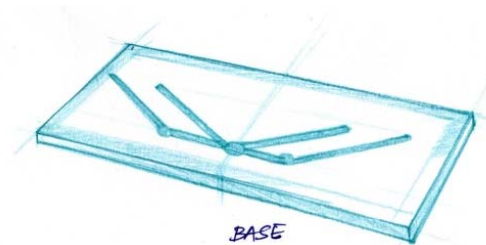
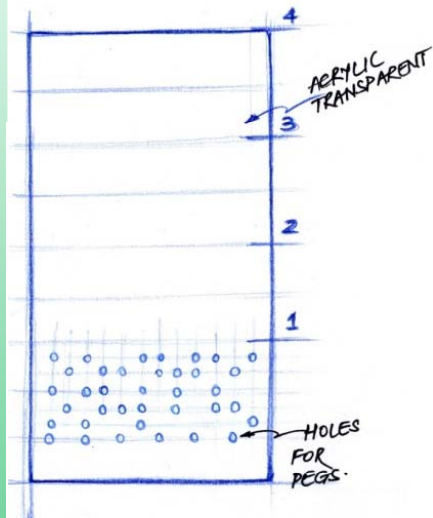


Own the World



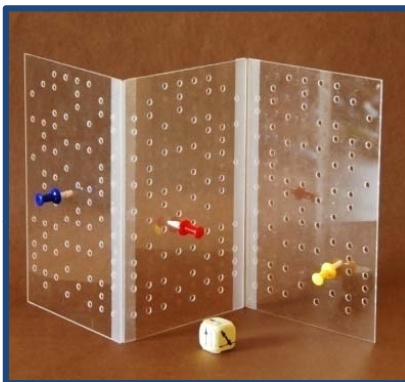
- Direction sense
- strategy

Vertical Limit



Evaluation

	Easy to learn	Easy to play	Small packaging	Compensate travel motion	Minimum hardware	Onlooker attention	Durable	Unpredictable	TOTAL
Formula 1	2	7	6	7	5	7	6	7	47
Own the World	4	7	9	9	9	6	8	9	61
Knockout	9	9	9	6	5	9	5	9	61
Vertical Limit	9	9	8	7	8	6	7	9	63
Hexagonal Game	8	8	7	7	7	7	8	8	60



Special Thanks to:

Prof. Athvankar

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And my colleagues

Sarang (Sr. PD)

Darshan (Sr. PD)

Abhishek (Sr. PD)

Ameya Naik (Sr. PD)

Vinish (Jr. PD)

Aniket (Jr. IxD)

Radhika (Jr. VC)

Vallabh (Jr. VC)

Girija (Jr. AN)

Thankyou