

Videogame Creation: Status Report 1

Team:

- Juan José Cifuentes: Lead conceptualizer and tester
 - Team leader
 - Game design document
 - Closed beta manager
 - Field testing
 - Final quality assurance
- Francisco Ceruti: Lead programmer
 - Game concept
 - Programming
 - Prototype creation
 - Store submission
- Francisco Javier Rey: Art director
 - Art
 - Music
 - Sound effects

Game concept:

Title:

Sidewalk to Madness (SWM)

Genre:

DDR like / Enhanced reality

Description:

Most people and, more severely, people with OCD, tend to make up patterns when walking down the street, particularly if the ground is made up of differently colored tiles.

The idea is to simulate this in the game in such a way that the screen shows the street and also directs a walking pattern. Then, the player walks on the screen with his fingers, earning points based on how well he can hit the

pattern, similar to DDR. The game is entirely controlled with 2 fingers that simulate a pair of legs.

We will also test which ambient works best with the game. On one hand, we can give it a deep feeling loneliness and sadness, directly connected with the situation in which the character is trapped. On the other, it could be more cheerful and bring the positive and fun side of walking like a freak in the streets!

Future testing and surveys will determine the win/lose conditions for the game. So far, possible win conditions would be to achieve a certain score or simply run out of time. possible lose conditions include running out of time before achieving a certain score or making too many mistakes, upon which the player character would go insane from the stress of not being able to follow the pattern.

References:

- *As Good as it Gets*: Jack Nicholson's character in this movie clearly has OCD and it is shown at the very beginning how he requires to walk in certain patterns on the tiled screen, which is the main idea behind the game.
- *DDR*: The game's scoring method is based on touching the right spots at the right times, much like a DDR game.
- *Touchgrind*: Even if the game theme is very different, it shares a common mechanic: two of your fingers are the characters legs. In this game, you control a skateboarder, and in the screen you can only see the skateboard and floor. In the same way, *SMW* will show the sidewalk and markers where you should put your feet (possibly we will also show shoes).



Platform:

The game will be developed using Qt and will be designed to work on Nokia multitouch smartphones.