

# Protect the Town Center!

/// Concept #2



**‘Large corporations threaten the identity of Munster, protect the town center!’**

- **Crowd based strategy game**
- **Catch or block incoming attacks to advance**
- **Group interaction by gadget or (simple) motion sensing**
- **Windows on facade act as playfield, space between for animations & atmosphere**
- **Gain control over the middle- & upper grounds to expel the corporate influence**
- **Rounds of +-10 minutes, tempo increases**

# **Premiss**

# **Interaction**

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‘Playful representation of a serious problem’



'GROWTH'

# Narrative



# Narrative

*'Using stereotypes for recognition and entertainment'*

- **Group interaction**
- **Crowd versus Computer**
- **Simple interaction, with a focus on visual amendability**

## **Technical implementation:**

- **Option 1: Gadget for catching (and thus countering) incoming attacks**
- **Option 2: Fixed 'interaction' spots for motion sensing, where certain movements are required for catching/blocking successfully**

# **Interaction**

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## Dividing the facade

### Option1:

- **Horizontal**
  - top: corporations
  - middle: contested area
  - bottom: town center
- **Vertical: smaller parts for controlled interaction**



# Interaction

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## Dividing the facade

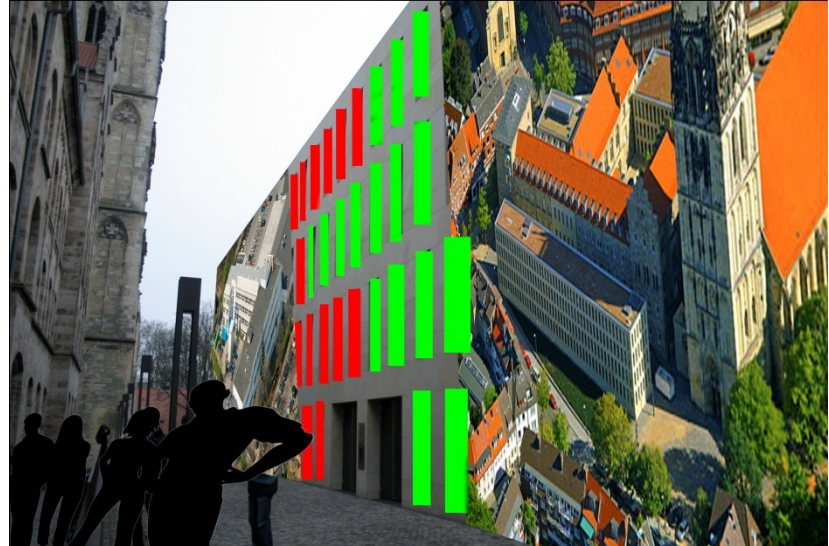
### Option2:

- **Horizontal:**
  - rows to defend, creating a large middle ground
- **Vertical:**
  - far left: corporations
  - far right: town center

(or: town center in the middle)

# Interaction

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**‘Top-down perspective on gamemap, ‘which is laid out over the building’s façade (windows are the conquerable places)’**

**‘Surrounding the game map: title of the game, and a story explaining what’s going on’**

# Presentation

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## Technical Requirements:

- **Beamers**
- **Interaction hotspots / gadgets**
- **Basic computer A.I.**
- **Basic gameplay engine**

## Content Requirements:

- **Animated map/background**
- **Animated surrounding billboards (which explain title, story)**
- **Humorous story/events when win/lose**
- **Animated 'symbolic' objects/elements**

# Requirements

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# END

## Concept #2



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