

Project Specification

Mobile Multi-player game (iOS?) concept

• Introduction

Ever since smartphones became popular with the release of the first iPhone, the amount of mobile apps have grown exponentially. Today there are several hundred thousands of them, the majority being games. Contrary to the stationary platforms like PC and gaming consoles, where multiplayer is expected of most titles, this is a relatively unexplored area for mobile games. The major reasons for this is typically network issues such high data costs, fragile and slow connections for mobile devices. However this is rapidly changing - accessing the internet nowadays is cheaper, faster and smoother than ever, and this is constantly improving.

• Problem statement

Since the mobile gaming (touch devices) market is still pretty new, compared to the decades of game development that has been done for consoles and PC, it is only natural that the view of how a game should be is influenced by the “old school” of game development. What translates well to the “new school”?

Given the uniqueness of the mobile platform we would like to explore and create a concept for a game where the platforms constraints/features would seamlessly blend into a turn-based strategy game.

These constraints/features include:

- Time constraints: People often use devices while on the subway or similar places
- Touchscreen: Non-standard controls
- Hardware: Mobile devices have (right now) less powerful hardware than their cousins (consoles, PC).
- Screen size: The game should be presentable on the limited space of a mobile phone screen

• Approach

We analyze the current market (App Store and Google Play) and see what kind of multiplayer games are out there and analyze how they function to see what features we want to have and what we want to scrap. This will entail collecting data from the most popular games in some specific not-yet-completely-determined areas. That could be something like; does the game use 3d graphics, average time of completing a match, does the game use mobile specific controls like pinch-to-zoom (iOS) etc. We will also take a look at successful turn based strategy games on other platforms such as PC and gaming consoles, and try to identify ideas in them which could be used on a mobile format. Additionally we will look for surveys containing information about how much time people spend using their mobile devices for games and where they use them. If sufficient information cannot be gathered, we will do a survey of our own.

• References

– *Important relevant references that you have identified so far.*

As suggested by our mentor, a list of important priorities and also a search containing some interesting articles:

http://www.gamasutra.com/view/news/177601/What_to_prioritize_if_youre_implementing_mobile_multiplayer.php#.URmFf6XC1ft

http://scholar.google.se/scholar?q=mobile+hci+proceedings+multiplayer&btnG=&hl=en&as_sdt=0%2C5&as_vis=1 -

Most popular strategy games on iOS:

<http://www.topappcharts.com/search.php?show=category&category=Strategy+Games>

<https://itunes.apple.com/us/genre/ios-games-strategy/id7017?mt=8>

The android equivalent:

<https://play.google.com/store/search?q=turn+based+strategy+game&c=apps&sort=0>

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Highest rated turn-based strategy games on PC (Metacritic score):

<http://www.metacritic.com/browse/games/genre/metascore/turn-based/pc?view=detailed>

A survey on how much time people spend on different devices (not exactly what we're looking for but still relevant):

<http://www.businessinsider.com/people-now-spend-more-time-watching-their-phones-than-watching-tv-2012-8>

Some info on developing a turn-based strategy game by an iOS Tutorial Team Member:

<http://www.raywenderlich.com/12022/how-to-make-a-turn-based-strategy-game-part-1>

A paper on how screen size affects immersion in games:

<http://www-users.cs.york.ac.uk/~imran/paper1.pdf>

• Time plan

Event	Date
Finished the analysis	1 March
Rough concept for the game done	4 March
Halfway meeting / workshop	5 March
Essay hand in deadline	12 April
Review hand in deadline	23 April
Exjobbs conference	24-25 April
Final version of essay	TBA