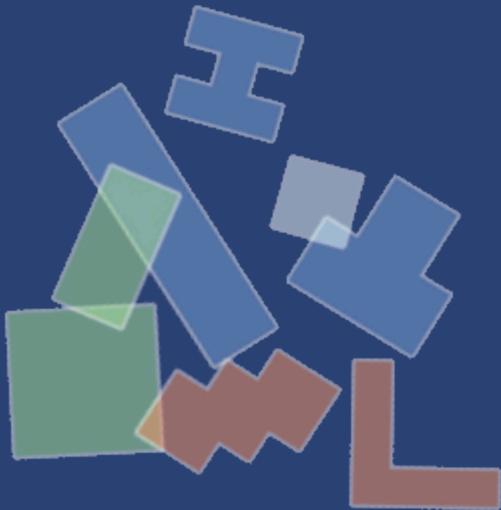


# TangitBuild

Final Project Presentation



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# Introduction

Based on two games, **Tetris** and **Rampart**

**Tetris** influences:

- Falling pieces
- Building from interlocking structures
- Rotating building pieces

**Rampart** influences:

- Players control/protect an area
- Protect and destroy

Tangibuild utilizes the multi-touch nature of the project to let players both build and destroy at the same time

# Basic Gameplay

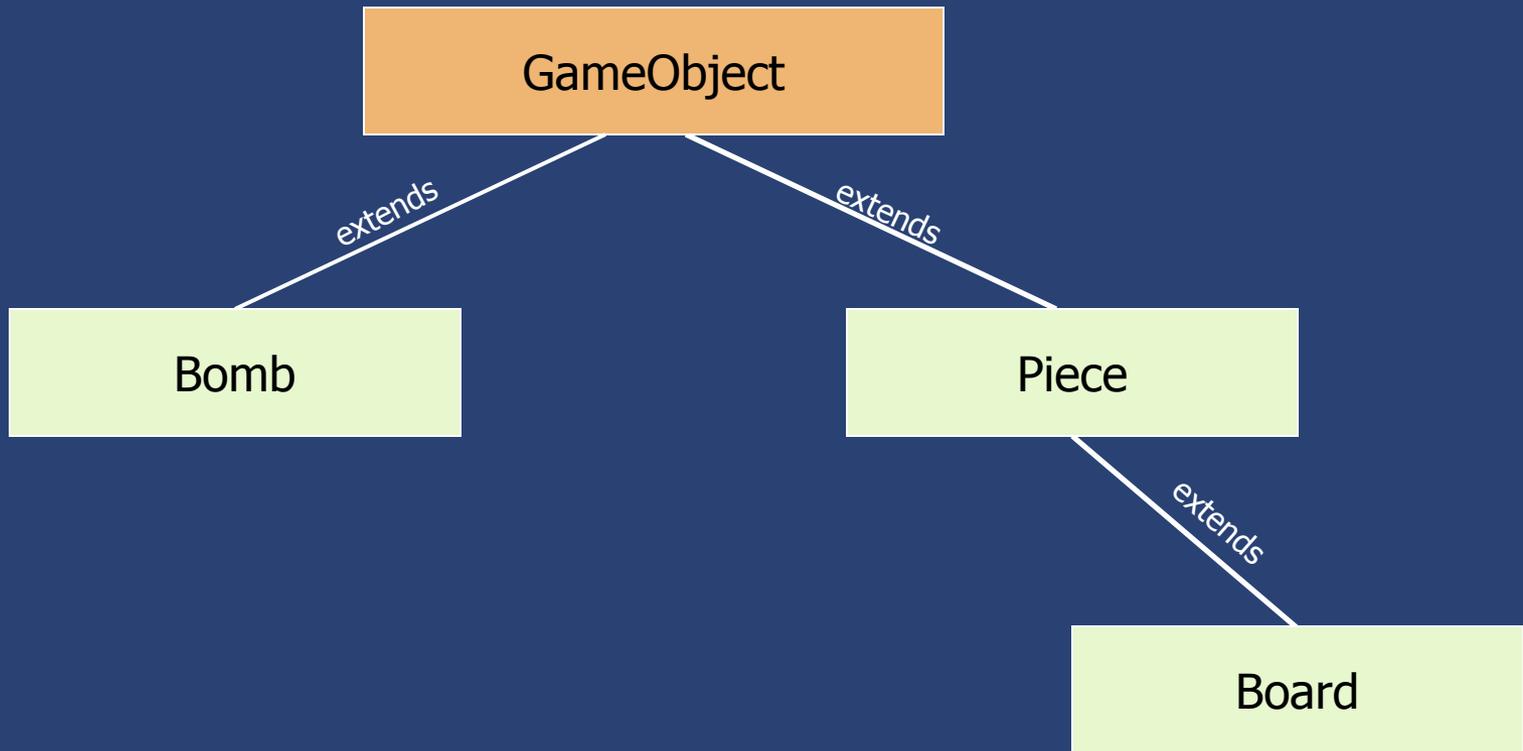
- One to four player game
- Two main objectives
  - 1) Build a resilient structure with falling building pieces
  - 2) Destroy opponent players' structures with falling weapons
- Pieces and weapons fall from the top of the playfield; players must touch a piece to bring it to the foreground and make it available for use
- Much like Tetris, building pieces can be rotated
- Once a piece is attached to the building platform or to another part of the building, it becomes locked in place unless a weapon hits it
- In the demo version, spacebar can be used to pause the game; pieces can be rotated either by the scroll wheel or the direction pad

# User Scenario

- Ideally, Tangibuild would be set up in an arcade or other similar area with a large wall available (approximate wall size for a four player game would be 20 feet wide by 7 feet tall)
- Players can change the following options:
  - Difficulty level (Easy, Medium, or Hard)
  - "Click & Drag" vs. "Select & Move"
  - Number of players (One through four)
- Each player stands in their own section in front of the screen, and their movement is limited within their area; dividing lines on the final multiplayer version would indicate the user's area

# Design Process

Source code structure:



# Further Implementations

- Multitouch capabilities, allowing players to move both building pieces and weapons at the same time
- Multiplayer capabilities (demo only shows one player)
- Bomb explosion capabilities (destroying structures, collision detection)