



Integrated Project on Pervasive Gaming
FP6 - 004457

Work package WP9: *Socially Adaptable Games*

Deliverable D9.8: Game Prototypes

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EXECUTIVE SUMMARY

This document gives an overview of the four developed mobile phone game prototypes: Coup, Insectopia, GeoQuiz, and Deluge.

Purpose of this Document

The purpose of this document is to provide a summarized and structured access to the game design documents and the games themselves.

Target Audience

This document is intended as a public document to primarily the IPerG internal reviews and reports, but also to all interested parties within the European game designer community.

Deliverable Identification Sheet

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Abstract (for dissemination)	This document gives an overview for the prototype deliverables for D9.8 – pervasive mobile phone games.
Keywords	pervasive gaming, mobile phone game, social acceptability

Version Log			
Issue Date	Rev No.	Author	Change
2006-10-12	1.0	Jussi Holopainen	Wrapper document for prototype deliverables



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1 INTRODUCTION

The showcase Socially Adaptable Games developed three fully functional and one partially functional prototypes during the second phase. The reason for this decision was to cover more of the potential design space of pervasive mobile phone games. Three of the games, Coup, Insectopia and Deluge, are based on MUPE, an open source platform developed by Nokia and further developed within IPerG (more information about MUPE at <http://www.mupe.net>). All four games are delivered as services, that is, there is a persistent server component handling the game logic and storage of game elements.

2 GAMES

The deliverable consists of the following games:

- Coup - a mobile phone game about climbing up in a feudal social hierarchy by collaboration and betrayal. The main socially adaptable feature is the viral invitation to the game. The game is described in more detail in *D9.8A Game Design Document – Coup.doc*. The deliverable of Coup also includes a detailed User Interface Specification which is in the document *D9.8A UI specifications – Coup.doc*.
- Insectopia - a new kind of cell phone game where the real world spills into the game world. Players roam the cityscape searching for and catching a multitude of different insects. Each insect in the game world is generated by using the available bluetooth devices available in the player's vicinity. By catching insects and trading them with other players, players build their own collection bigger and better. The game is described in more detail in *D9.8B Game Design Document – Insectopia.doc*.
- GeoQuiz – a mobile phone game where players compete against each other in a location-based game of questions and answers. The players themselves create new questions that are connected to actual physical locations, which they are responsible for naming as well, and answer questions created by other players. The game is described in more detail in *D9.8C Game Design Document – GeoQuiz.doc*.
- Deluge - a mobile phone game about cooperating or betraying, involving non-players and exploring collaboration and social interaction issues within a mobile phone game. The game is described in more detail in *D9.8D Game Design Document – Deluge.doc*.

Three of the games are publicly available:

- Coup – <http://gamelab.uta.fi/Coup>
- Insectopia – <http://www.insectopia.org>
- GeoQuiz – <http://www.geoquiz.org>

3 CREDITS

Coup

Game idea: Jussi Holopainen (NRC)

Initial design: Kimo Boissonnier, Juha Arrasvuori (NRC)

Interaction design: Ciarán Harris (NRC)

Implementation: Ari Koivisto, Eero Räsänen (NRC)

Web-site: Jussi Kuittinen (University of Tampere)

Thanks: Jouka Mattila (NRC) for comments and some graphics

Insectopia

Game design: Johan Peitz (Interactive Institute)

Java coding: Johan Peitz

MUPE coding: Johan Peitz

Graphics: Johan Peitz

GeoQuiz

Programming: Markus Larsson (Interactive Insitute)

Graphics: Johan Peitz (Interactive Institute)

Game Design: Markus Larsson, Johan Peitz and Staffan Björk (Interactive Institute)

Deluge

Game idea: IPerG meeting of Tampere, March 2006

Graphics: Jouka Mattila (Nokia Research Center)

Game Design supervision and reviews: Jussi Holopainen (Nokia Research Center)

Game Design: Lena Wikström (Gotland University)

Game Implementation supervision: Alain Bécam (Gotland University),

Fredrik Johansson (Gotland University), Thomas Aggesjö (Gotland University)

Game Implementation: Lena Wikström (Gotland University)