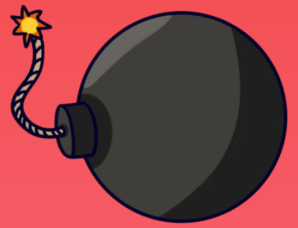
Jenny Jiang

Special Thanks to:
Xinyu Huang, Tom Ling, Natalia Godoy

THE "X"



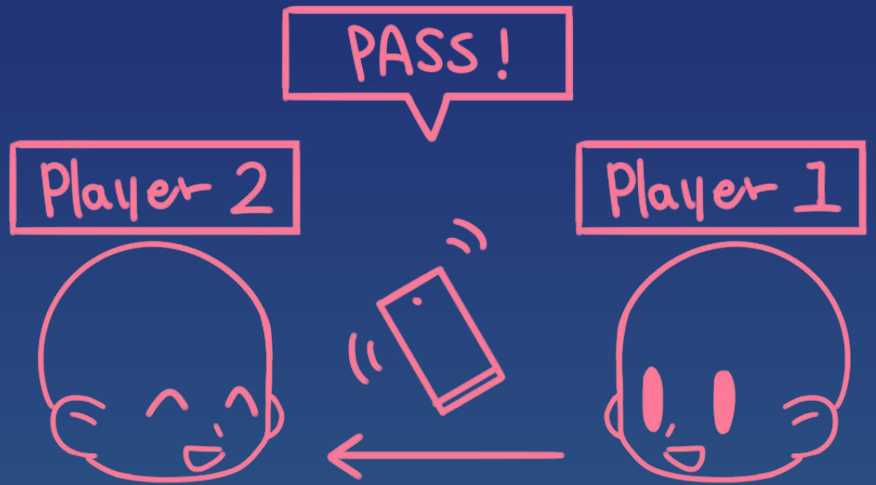
Bomb Buddies is a multiplayer co-op mobile game where players have to complete silly **AR-based micro games** to defuse a series of bombs.

THE "Y"

Stop the hacker from destroying your reputation!

Explore the unconventional affordances of our phones
Enjoy a goofy party game designed for ALL

CORE GAMEPLAY



- Each micro game lasts around 20 seconds
- Game is on one phone that gets passed around
- The game will call for the next player(s)
- Shared fate, shared experience

Single Player Puzzles
(may require help)

Multiplayer Puzzles
(must cooperate)

GAME LOOP

fail
YOU LOSE
Completing Task
success
YOU WIN
Unlock New Task
Narrative Progression
Progress towards winning

CORE MECHANICS

Two general types of AR features

CAMERA TRACKING

- Interacts with what the camera sees
  - Moving their body
  - Showing objects
- Tech: body/facial tracking, object recognition

PLAYER-DEVICE

- Interacts directly with the phone
  - Moving, rotating
  - Speaking to it
- Tech: accelerometer, gyroscope, microphone, speech recognition

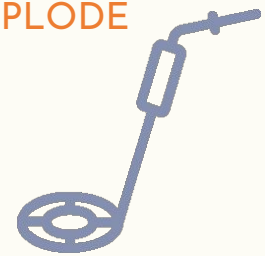
CORE MECHANICS

Example micro game designs

CAMERA TRACKING

"Minesweepers"

- Front camera scan room
- Spawn bombs
- Player find bombs based off proximity indicator
- Find all before countdown or EXPLODE

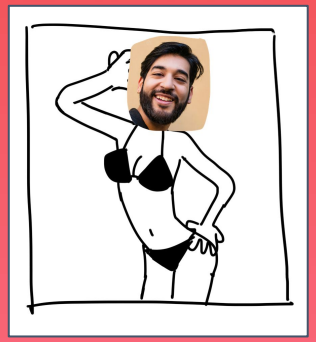


PLAYER-DEVICE

"Special Delivery"

- Bomb spawns on phone
- Balance phone flat
- Walk to given checkpoint
- FAST and STEADY

NARRATIVE



The player downloads a random party game, which turns out to be a disguised “malware” that threatens to send photoshopped “scandalous” pictures.

The Antagonist:

- Sarcastic
- Self-centered
- Enjoys seeing you failing
- Has insecurities about their work

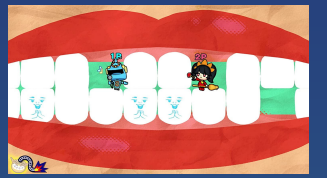
The hacker behind all this is a desperate game developer looking for players.

They can’t find anybody in real life, so they wrote this app to force people to play their games

INSPIRATIONS/ REFERENCES

1: WarioWare
2: Jackbox Party Pack
3: Visual references

1



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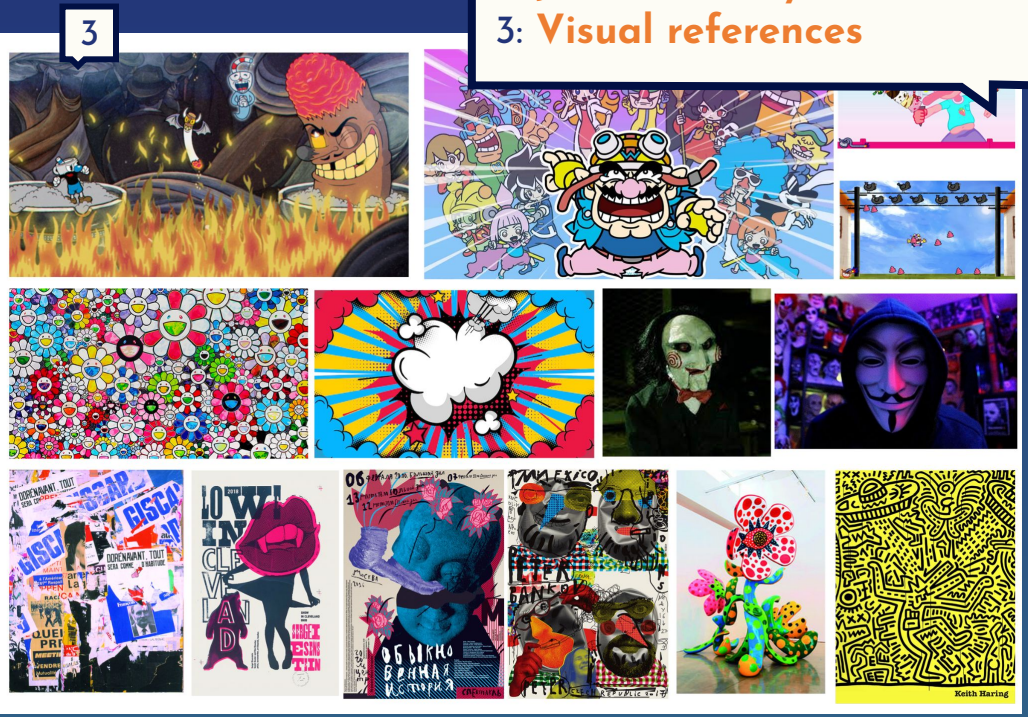


PILLARS

FRIENDSHIP

- Collaborating
- Trusting
- Building

CREATIVE AFFORDANCES

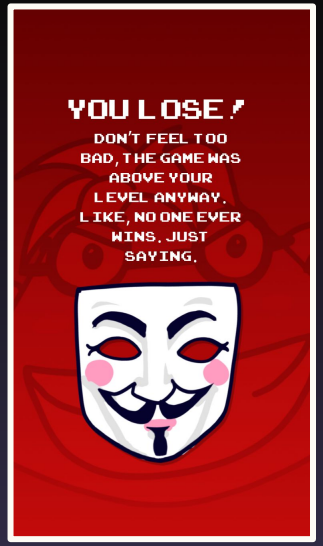
- Cool AR features
- Unexpected mechanics
- Variety in microgames

HUMOR

- Funny narrative
- Goofy actions on your phone
- Laugh with friends

PRODUCTION PLANS - SCOPE

- 10 Different Micro Games
  - ✦ Adaptable for multiplayer
- 5-6 AR Features
  - ✦ Environment Understanding, Gyroscope/Accelerometer, Speech Recognition, Motion Tracking, Body Tracking, Facial Tracking
- 15-20 Minute “Story Mode”
  - ✦ Linear story-based experience



Future Expansion:

- ✦ Networking for simultaneous multiplayers
- ✦ “Party Mode”

Flexible Scope:

- ✦ Series of short micro games
- ✦ Reusable AR mechanics
- ✦ Cut/Add/Adjust

TOOLS AND TECHNOLOGY

TARGET PLATFORM

android

OTHERS

Ps Ai fmod®

codecks

GAME ENGINE

Unity®

UNITY AR FOUNDATION

AR SDK

ARKit

SUPPLEMENTAL AR SOLUTIONS

ARCore