Project proposal by kunkoh2

My project will focus on a software-side of user interface for video games. I am working on a game engine with one other student at U of I, who’s not taking this course. But When I suggested that we need more robust interface, he agreed on it and gave me permission to use the game for my final project for CS465 as long as it will give the game significant improvement in terms of game. So I’ll be working along officially for this class, and with one other friend unofficially.

1. Reason/Motivation for doing this project.

Nintendo Wii has captured many audiences for last two years with innovative input devices. So did Nintendo DS. I saw Nintendo’s president, Satoru Iwata giving a presentation during one of the Nintendo conferences, and he said “20 years ago, family members competed to grab a gamepad, because it only had two buttons and directional pad. Now, we have controllers with 10 buttons and people are reluctant to even touch them.”

With Wii and DS’s success, the lesson to be learned is that the interface is what was going to attract more audience. With that in mind, I started to wonder how we can use existing game controllers on other consoles to give new experience.

2. Audience

Audience is anybody who enjoys playing video games, and anybody who are looking for easy-to-learn video game concept.

3. The project will focus on two different things.
   a. New control scheme: there are many traditional ways of controlling the characters in the game, which requires stiff learning curve. I started to wonder if there were other ways to use existing controllers.
   b. New interface should be easy to learn and fun at the same time.
   c. It should not require too many buttons to be pressed. It should utilize minimum number of buttons. Each buttons’ will function differently depending on the situation. (Simple Finite State Machine)
   d. Network play mode should not involve searching for long time. I will do lots of research on how different game implemented their online match finding system.