Here is what I got from research on various video games

1. Control scheme

Since I lack an ability to build something of my own, I decided to use existing controllers. This logic applies to many retail games as well, since bundling a new controller to the game will increase in cost and price. Here are some interesting patterns I have found.

a. Pre-analog stick era

When something analog had to be simulated, usually it was simulated with some sort of bar meter and timing-based input scheme.

For example, many old golf games have common features called “the gold swing meter”

[Image: An image of a golf swing meter]

This requires user to hit the button at the right timing to hit the ball correctly.

Baseball games also had users hit the button at the same time for the slugger to swing a bat

[Image: An image of a baseball game]

Infamous Tony Hawk skate board series also uses a lot of timing-based button press scheme.

b. Analog stick era

Some interesting changes involve using analog stick to simulate the swing of golf club or baseball bat.
This could also apply only to bowling, pool but also skate boarding games as well.

EA’s game Skate utilizes combination of analog stick movement to perform various skills.

c. Motion Sensor, Touch Era

Devices like Wii, Nintendo DS, iPhone have new ways of input. All three have basic tilt sensor. Wii has 3D positioning sensor while DS and iPhone have touch (or stylus) sensor. This kind of input gave revolutionary way of input, especially for the games that simulate the real life.

Just because the technology is not that of current era, it doesn’t mean that it should not be used. In fact, old-school input scheme became more important in the sense that they have to compliment what newer devices lack in. My project will (like to) heavily utilized analog sticks. There are some other things that haven’t been tried.

2. Online match making

Finding someone to play a game on-line can be very difficult.

It involves showing various aspects of sessions that are currently being played such as ping, number of people, players’ skill level.

Some system lets you scan for the criteria and choose the “room” manually. (There are so many games that use this scheme)

But games like Halo doesn’t let you scan for the room and picks the room that you’d likely to enjoy based on various parameters. But it also lacks in a sense that it give user too little control over what they want to play.

My project will improve this by introducing new mechanism to search for the match much easier and faster. (Gamers should spend as little time as possible in the lobby)