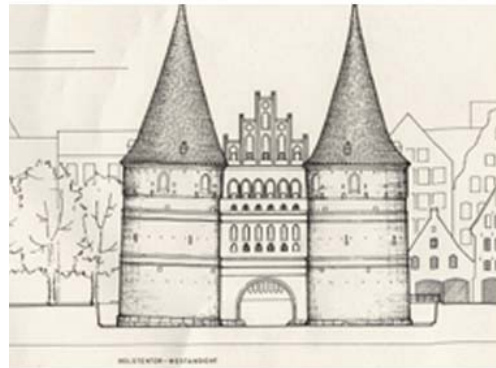


First idea

My first game is (save the holstentor)

Components

- 1- A character – knight – 3D character -
- 2- The holstentor -3D model-



- 2- Some landscape including obstacles

The goal of this game is to learn how to use 3D graphics we are creating in the computer graphic course as parts of the game design course.

The rules of the game is very simple

The character is trying to arrive the holstentor and at by moving the obstacles. The tool she has is very limited and if she runs out of the tools the player loses the game.and the holstentor destroyed.

If the character succeeds moving all the obstacles the player wins and arrive the holstentor.

Difficulties facing this game:

Graphics is not finished yet

The game is not tangible which is part of our course requirements.

Second Idea

Devil amongst the Tailors

The most famous of table-top skittles games is indisputably the game known as Devil Amongst the Tailors or Bar Skittles or Table Skittles or Indoor Skittles.

History of the game: This distinctive game appeared in the 1700s and was cleverly miniaturized so that no throwing strip was required at all - the nine pins standing on a square table were knocked down by a ball which was swung around a pole, instead. In 1783, some theatre-goers and tailors rioted at the Theatre Royal, Haymarket over a play that the tailors thought insulting. The Dragoons were called in to stop the riot which they did in such an enthusiastic way that their method was compared to the wooden ball ploughing through Table Skittles by the local press. After this incident Bar Skittles was often referred to as 'Devil amongst the Tailors'.

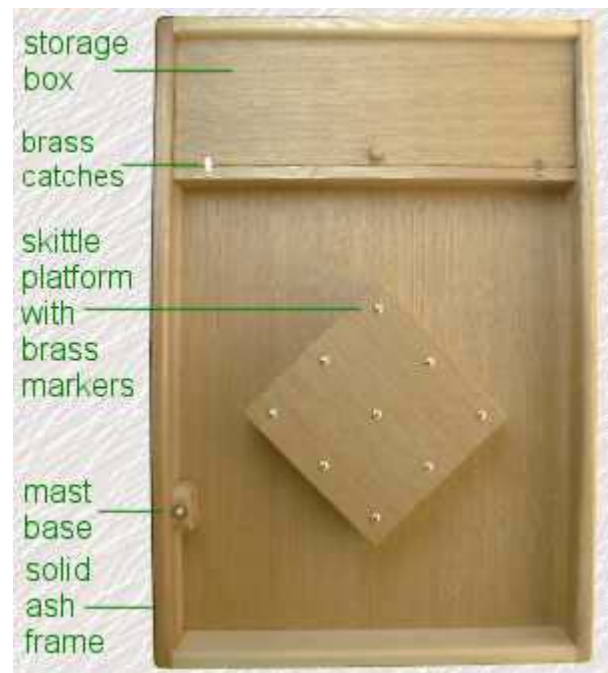
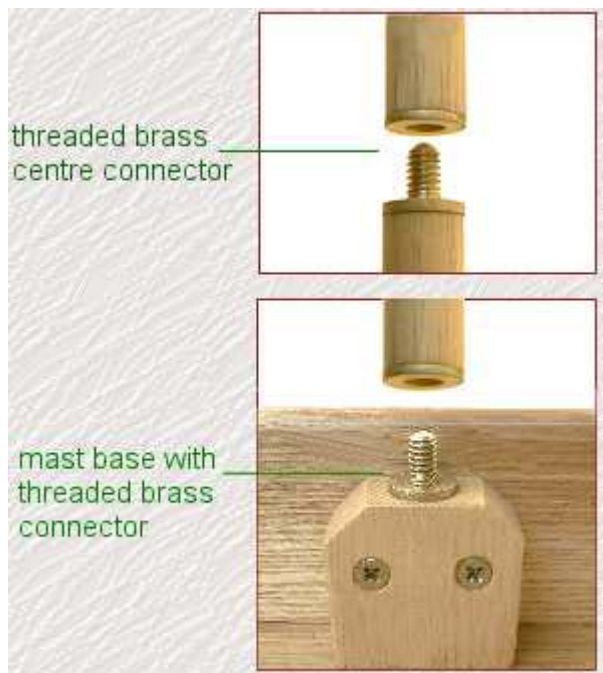


modern commercial version
of Table Skittles



children's version of Table Skittles

(Source: <http://www.tradgames.org.uk/games/Table-Skittles.htm>)



(Source: <http://www.cartwrightwoodcraft.co.uk/index.php?sh>)

Setting up

Place the board on a table.

Screw the two mast sections together.

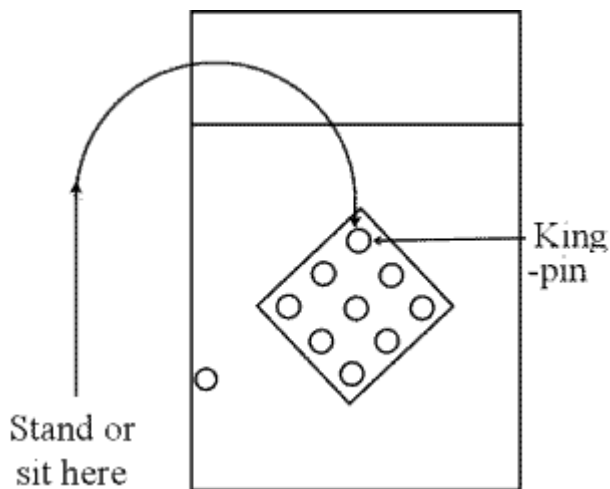
Screw the mast onto the brass screw at the side of the main board.

Insert the swivel, at the end of the chain attached to the ball, into the hole at the top of the mast. The ball should hang so that it is just brushing the edge of the board.

Position the nine skittles on the brass markers on the raised platform.

Rules

Swing the ball to the left of the mast, so that it swings around in an arc to strike the king-pin from the rear and just slightly off-centre. Ideally the ball should knock down the skittles on one side and the flying king-pin should clear the remainder. But it's a lot easier to say than do! Skill, not force, is required. The ball should only swing around the mast once - the player should catch it to prevent it going around again.



Each player takes three swings of the ball.

If all the skittles are knocked down on the first or second swing, they should be replaced on their spots for the next swing.

Scoring

Individual games of three swings for each player can be played, the winner being the one who has knocked down the greatest number of skittles. The highest possible score over three swings is twenty-seven.

For a longer sequence of games a Cribbage-style scoreboard with pegs is provided inside the storage compartment. The length of a game can be up the board (30 points) or up and down (60 points). Each player uses one row of holes and two pegs. The two pegs are used in a leapfrog manner to keep count of the player's total score.

(Source: <http://www.cartwrightwoodcraft.co.uk/index.php?sh>)

Extension of the game in tangible media games

First of all the elements of the game could be easily used in physical shape so no display is needed...

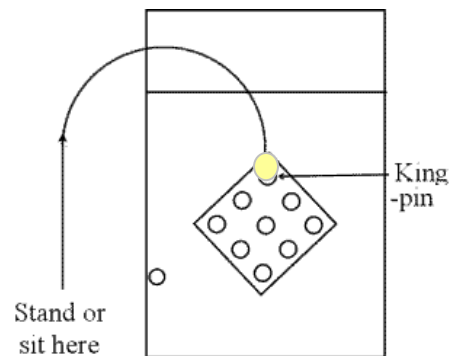
The game consists of:

- 1- Wooden table with a stage at the middle on which the wooden men will stand. And two scales to show the score of each player.
- 2- Nine wooden men each of them had its RFID which will be used when the sphere hit the wooden men.
- 3- Ball which is hanged beside the table.

The Rules of this tangible game is not the same of the real one as each RFID has deferent scoring and some of them will give negative score. But the highest score will remains the King pin which will have deferent shape to recognize it.

I thought of using pressure Phidget for scoring according to the strength of the ball when hitting the pin and it could be one possibility.

I also thought of rotating the stage of the pins so to make the game more complex than it is, this also could be possible.



The Third game suggestion

Hoop and Pole Game

It is normally used with arrows and the player has to through the arrows toward the circle which has levels

The object of the game was to shoot at a small moving hoop

HOW TO PLAY

The game is played between two teams, each comprised of two to four men. The two teams stand thirty to forty feet apart from each other.

One player from Team A rolls the hoop for Team B. The shooting side must have an arrow stuck in the hoop to count.

If the team makes a hit, the team receives another chance to shoot. If they make another hit, each player of the opposing team shoots an arrow over them.

The game ends when one team is out of ammunition.

(Source: <http://collections.ic.gc.ca/games/target/hoopandpole.html>)

The highest score is in the red point

The players are two or more

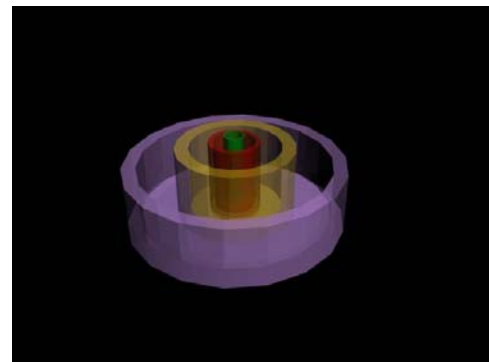


The Implementation:

This is the traditional game while I thought of extending this in deferent way and I have an implementation in our tangible game.

Virtual circle and balls
Pressure sensors

I drew the circle as 3D basket
The user can toss the virtual balls by pressure sensor which will determine the speed of the pall and according to a scaling system the balls will fall on one category. And the player got his scores according to the location of each ball he tossed.



This game is interesting for me and I thin kit could have nice implementation as tangible game (whatever if put into a table for brain storming it could have some ideas from the student)



I also thought of mixing the rules of the two games the **Hoop and Pole Game** and the **Indoor Quoits**.

The rules as I found it from the source
<http://www.cartwrightwoodcraft.co.uk/index.php?sh>

Indoor Quoits

History :While two versions of Outdoor Quoits have managed to make it through the trials of the late 20th century, an indoor version of the game has also managed to thrive around the debatable border between Wales and England. It is most popular in pubs around Powys and Evesham on the Welsh side of the border but also in Gloucestershire, Worcester and Hereford in England. The history of Indoor Quoits, Evesham Quoits, Table Quoits or Dobbers is not at all clear but the best guess seems to be that somebody decided to invent an indoor version of the outdoor game towards the end of the nineteenth century. .

The game is a cleverly miniaturised version of the outdoor game. It uses rubber rings and to make up for their lack of shape, one side is coloured black, the other white and any quoit which falls black side up, doesn't score. The Quoits board is 3 feet square with a central stake and two indented concentric rings. The scores of the stake, and the two rings vary according to the location and the game being played - rather like Darts, it seems that more than one game is played using the same equipment. The standard game would just be a straight race to the final score of 61 points (scored on a cribbage board) but, in Powys particularly, an interesting variant using a special scoreboard is popular, in which each number up to 13 can only be scored once by the first player who manages to score that number in a turn.

Rings

An indoor relation of Quoits also deserves a mention. Called "Rings", it was popular in the North West of England during the 1930s and consists of a board with numbered hooks at which rubber rings are thrown.