

Game Design Course

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EnjoyPainWall

Basic idea

EnjoyPlayWall is a two player display tic-tac-toe game The game is displayed on a wall. The playing grid must be filled with the picture of the player each time he makes a move.

Players stand on opposite sites of the display. The left-hand is positioned on a sensor field, the right hand plays the game. On one hand the winner will get a cup of drink that he should finish within a fixed time (say 1 mn). Not being able to do so, will automatically lead to losing the game. On the other hand the loser will receive electroshocks to the left hand.

Requirements

- Server
- Two Client Computers
- Tic-Tac-Toe game Software
- Beamers
- Table/Wall
- Sensor field
- Video Capture

Description of the requirements

- Server

It will host the Tic-Tac-Toe game software. The main beamer will be connected to it. Of course the server is simply the website.

- Two Client Computers

Each one will be used to store and display the picture of the player whose hand carries the tiny beamer attached to it.

- Sensor field

It is needed to send the electroshocks to the left hand of the loser.

- Video Capture

In order to determine the winner and the loser the system needs input from the display. This is done by the video capture.

Screenshot of the game display

