

# World Party Time

## Introduction

This is a party game that can utilize the unique features of iPhone/ iPod Touch. Similar to the famous game in Wii, WarioWare, it is a puzzle game focusing on microgames, which are short games that generally less than five seconds long. Microgames are even simpler and shorter than the minigames found in the market. Game player is required to beat the microgames as soon as possible. Most games present instructions in the form of a verb and quickly drop the player into the situation where they must perform said verb. All the microgames are strung together in a random order. After the player completes a stage's microgames, they advance to the boss stage, which is a microgame that is longer and more complex than the other. After the player completes all of the single-player stages, the game unlocks a multiplayer mode. This allows two users to connect to each others' iPhone/iPod Touch and play the bonus minigame in a battle mode.



## Development Objective

### ➤ Entertainment

This game will give the user a capability to relax and to have a rest. Since this game is all about microgames which are easy to play with, user doesn't need to spend too much time on reading the long instructions. When they start the game, they can understand how to play the game eventually. The game interface is attractive and interesting which can definitely help the user to kill the boredom.

### ➤ Instant, Effortless & Convenient

The game is designed to be instant, effortless and convenient. The game can be started and ended instantly. The basic principal of the game will be friendly and easy. User can pick up the game at any occasions. One of the objectives is to design a funny and carefree game for iPhone users.

### ➤ Reaction enhancement

The game requires user to give quick responds when playing the game. User will be trained to react promptly when they read the short instruction given in between the stages.

## Platform Utilization

### ➤ Accelerometer

- Allows iPhone to respond to motion
- User can play the game by rotating iPhone from portrait to landscape or tilting the iPhone slightly to control the movement of the game.



(a) Balance by tilting



(b) Move to the according direction by tilting to left or right

### ➤ Multi-Touch

- Enable the user to input more than one motion at a time simply by fingers



(d) Rub the screen to cut the wood



(c)

Flop on the screen to change the direction

### ➤ Wireless Connection – including Wi-Fi & Bluetooth

- Allow user to connect to the internet or other iPhone/iPod
- By connecting to the internet, user can obtain up-to-date information, e.g. user's world-wide score ranking, .
- New microgames can be downloaded through internet
- With the innovative Bluetooth design in firmware 3.0, which allows connection without paring up, user can play minigame with another user by connecting iPhone/iPod touch conveniently.

### **Connection and relevance to the community**

- Elements of different cultures can be included  
Since iPhone's reputation has spread worldwide, various special cultural features like Kung Fu of China and sado(the way of tea) of Japan can be added in the microgames. Therefore, the game can satisfy users from different cultures, and on the other hand bring users a relaxing and interesting tour around the world.

### **Background of the problem Tackled**

- Low Communication Speed may cause data transfer delay
- High exposure to various cultures is required

### **Requirement Analysis and Specification**

- Massive microgames
- Fluent wireless connection
- Graphical support
- Fluent interaction with iPhone mechanism

### **Technology selection and rationale**

- Due to the excellent reputation and the development space created by its advance technology and high functionality, iPhone is the undisputed platform for us to implement our innovation.

### **Conceptual and system design**

- Start game
- Microgames continuously prompt to challenge users
- Users get through stages upon successful challenge and lose life points otherwise.
- When users have successfully completed a certain stages, the difficulties of coming stages will be altered to a higher level.
- When users have completed all stages of all levels, hidden minigame which allows multi-player (through wireless connection) will be unmasked.

## Schedule and Timeframe

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