Courier Drop - An Action Sandbox Game

CLJ Industries

Team

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Background

- Augmented reality is a nascent field but has many useful applications
  - Games (Pokemon Go, Ingress, Kinect)
  - Digital imaging, mapping, and wayfinding
  - However has not had a boom in the same way smartphone technology has
- Part of mobile computing is being location and context aware
  - Application should conform to environment or adapt meaningfully in someway
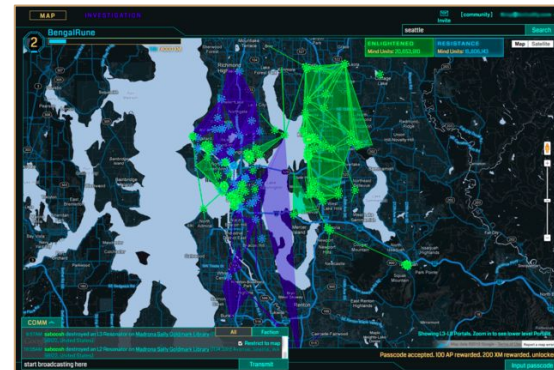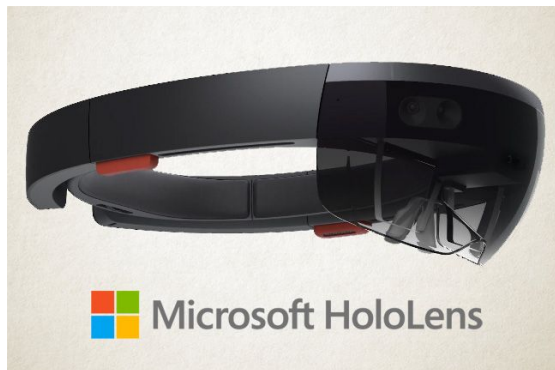
Opportunity

- Microsoft, Facebook, and HTC throwing abundant resources into researching their own augmented/virtual reality platforms
  - Proponents envision doctors performing less-invasive surgeries by "seeing" into a patient without opening them up, architects/designers creating virtual models and "walking" clients through them without having to actually mock up the environment
  - Technology unfortunately not yet mature, so these futuristic use cases are still out of reach
  - Gaming currently seems the most popular and successful application

AR Gaming

- On July 6, 2016, Niantic released its much anticipated augmented reality Pokemon Go app
  - 3 months: 300 million downloads, 20 million daily active users, 600 million dollars in revenue
- Implementation
  - 2 main screens: a Google Maps overlay and a video feed of the phone's camera during pokemon capture.
  - Very basic implementation of AR: pokemon do not interact with environment and just simply overlaid over the video feed
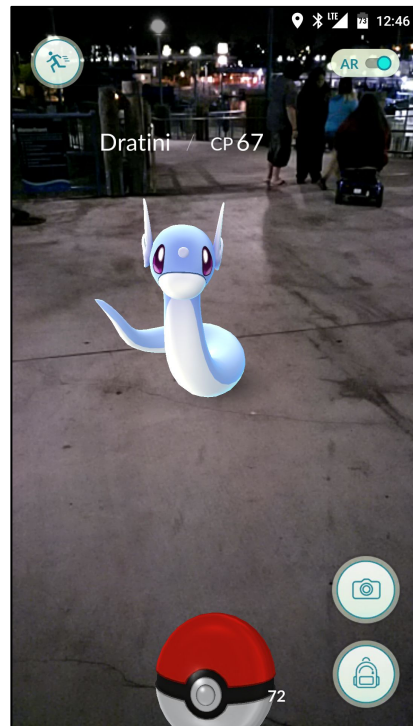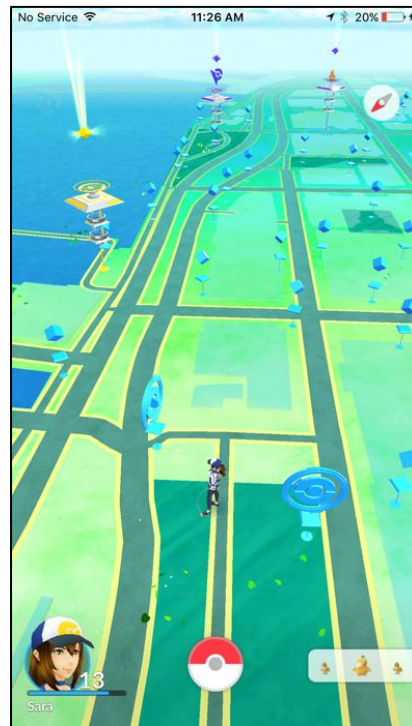
Courier Drop Project

- Courier Drop aims to meaningfully transform a player's environment into a detailed landscape where a sandbox game can take place.
- Inspired by Kerbal Space Program, Minecraft, and other similar games
- Courier Drop consists of 3 phases:
  - 1st Phase - Players will either select an environment, or scan a new room using the tango tablet camera.
  - 2nd Phase - Players will then design a car to deliver the parcel.
  - 3rd Phase - Players will drive the car to the destination.

Premise

"Courier Drop seeks to meaningful transform the player's current environment into a detailed landscape upon which this action sandbox game is based. Players assume the role of a CLJ Corporation courier, whose job it is to deliver trinkets to the rustic hermit who has been CLJ Corp's most reliable customer for the past decade and whose support CLJ must secure in order to ensure the livelihood of the company. However, the hermit has a fear of heights of and likes living in low, dank places whereas CLJ Corp is situated loftily on top of Mount Highpeak. To make matters even worse, all of CLJ Corp's delivery trucks are currently in use, leaving the player to assemble one himself/herself out of the spare parts lying around the office. Relying only his ingenuity and creativity, the player must create a robust vehicle that can safely navigate the various drops, surfaces, and other environmental conditions to safely deliver the trinkets."

Phase 1 - Level Construction

- Post Title Screen players will enter a scene selection screen.
- They will be able to select whether to create a car, create an environment, or to enter the game from an existing element.
- The Tablet will scan the environment creating a mesh that the level will be built upon. The game will then turn your environment into a race course.
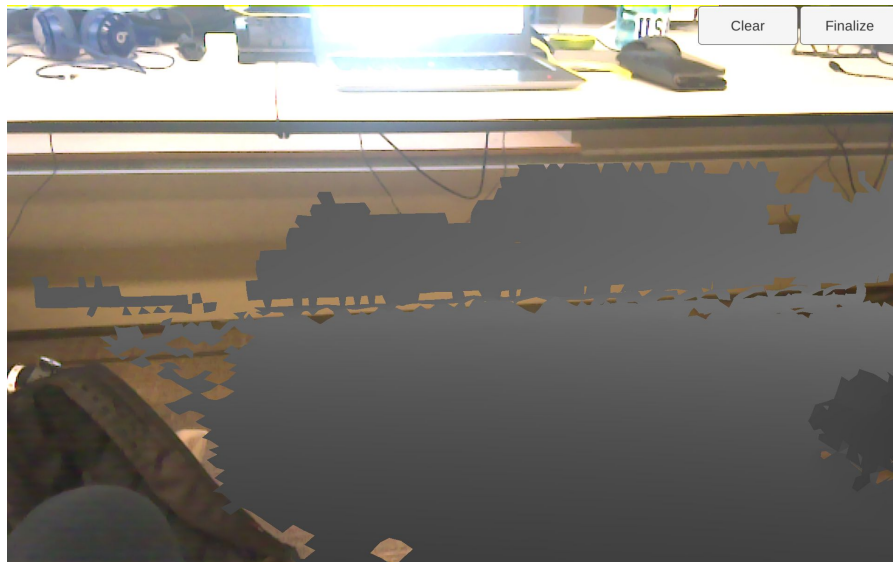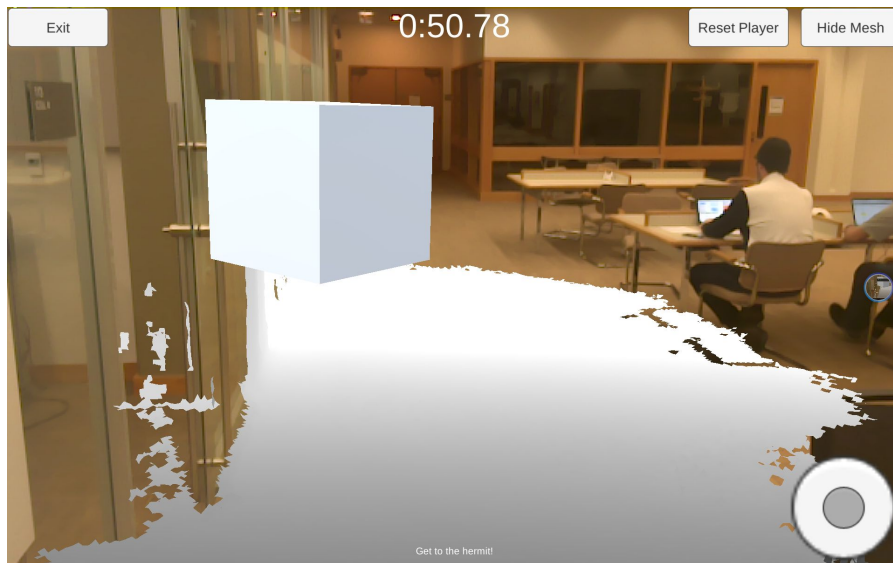
Phase 2 - Vehicle Construction

- Create a car Minecraft style
- Basic parts - block, wheels, rotor
- Adding pieces to your car fundamentally alters the driving experience as each block has its own forces acting on it
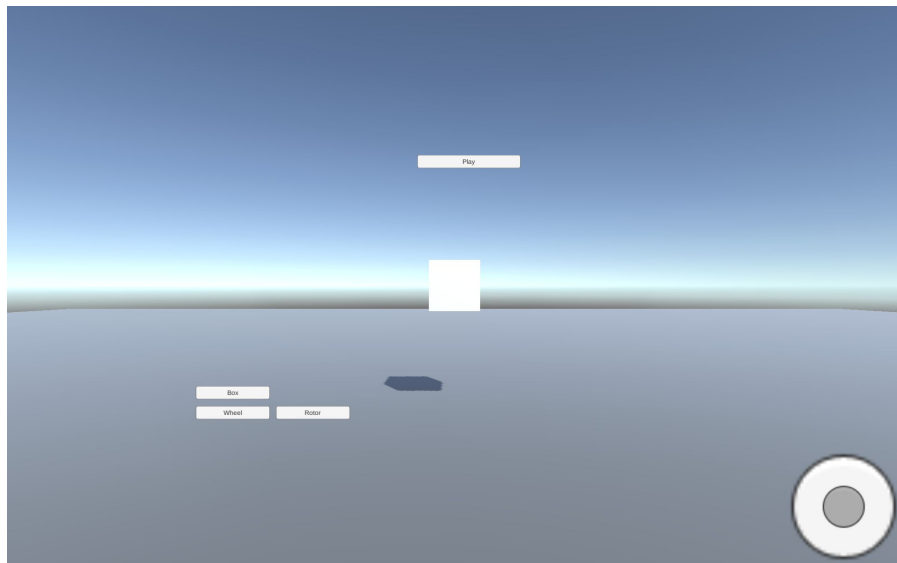
Phase 3 - Play Phase

- After hitting the play button, players will see their transformed environment, and vehicle.
- They must move the vehicle from their start position to a house on the bottom of the map, avoiding obstacles, and taking care not to fall into space.

Thanks!