



Platformers?

clink, clank, clunk?

HaemoDroids?

RåBöts? Robotars?

RawBots?

SteerDroids?

Pick whatever you like!

Fantastic 4 – Erik, Joakim, Magnus, Viktor



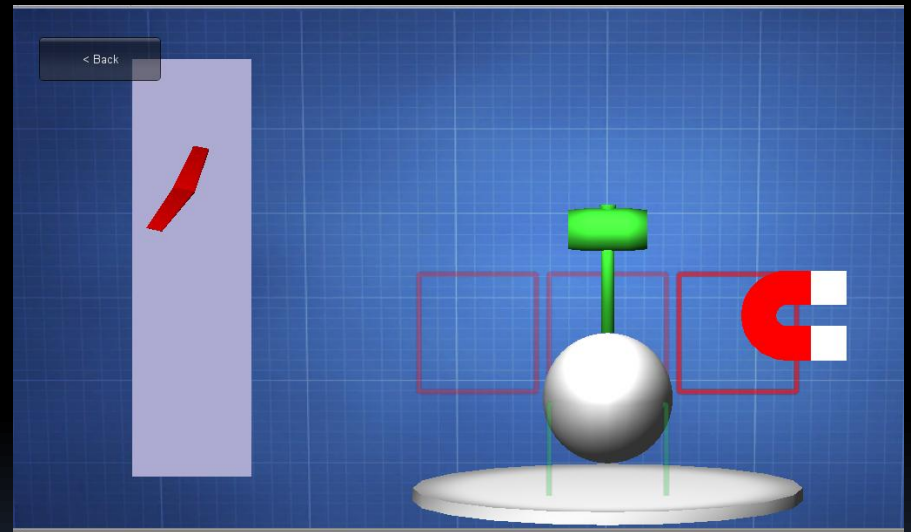
Envisioning...

User experience



First phase – the editor

- Using the touch screen
- Building a robot
 - From scratch
 - Use existing
- Choosing the parts
 - Lightness
 - Effectiveness



Second phase – the world

- Using a game controller
- Playing with something produced
 - Influences future
- Interacting with others
 - Challenges
 - Co-operation
- Experiencing different themes



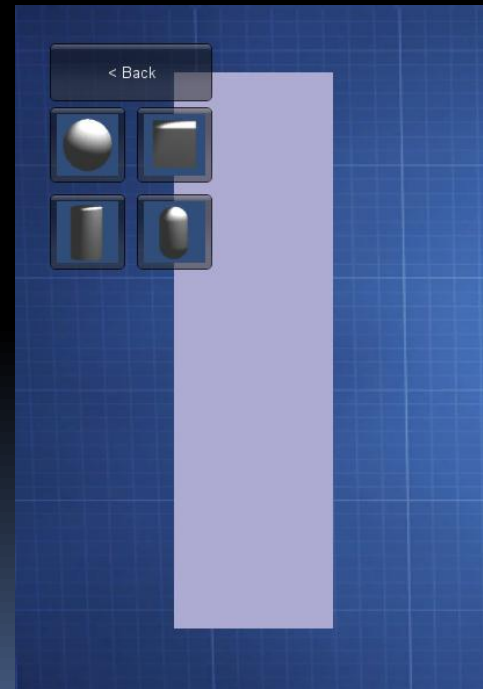
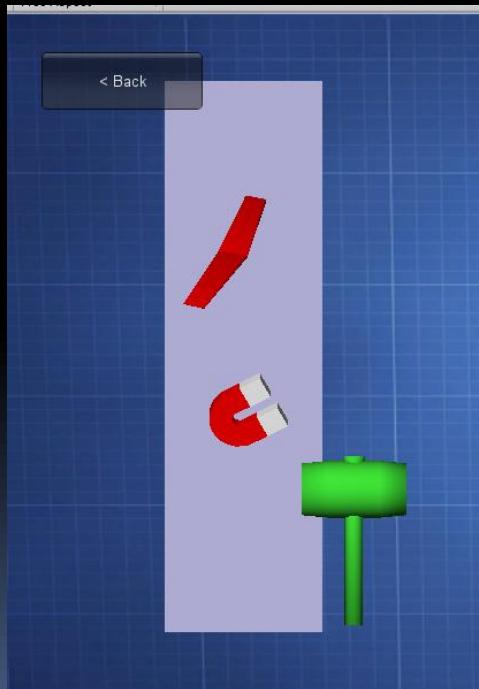
Presenting...

Critical design decisions



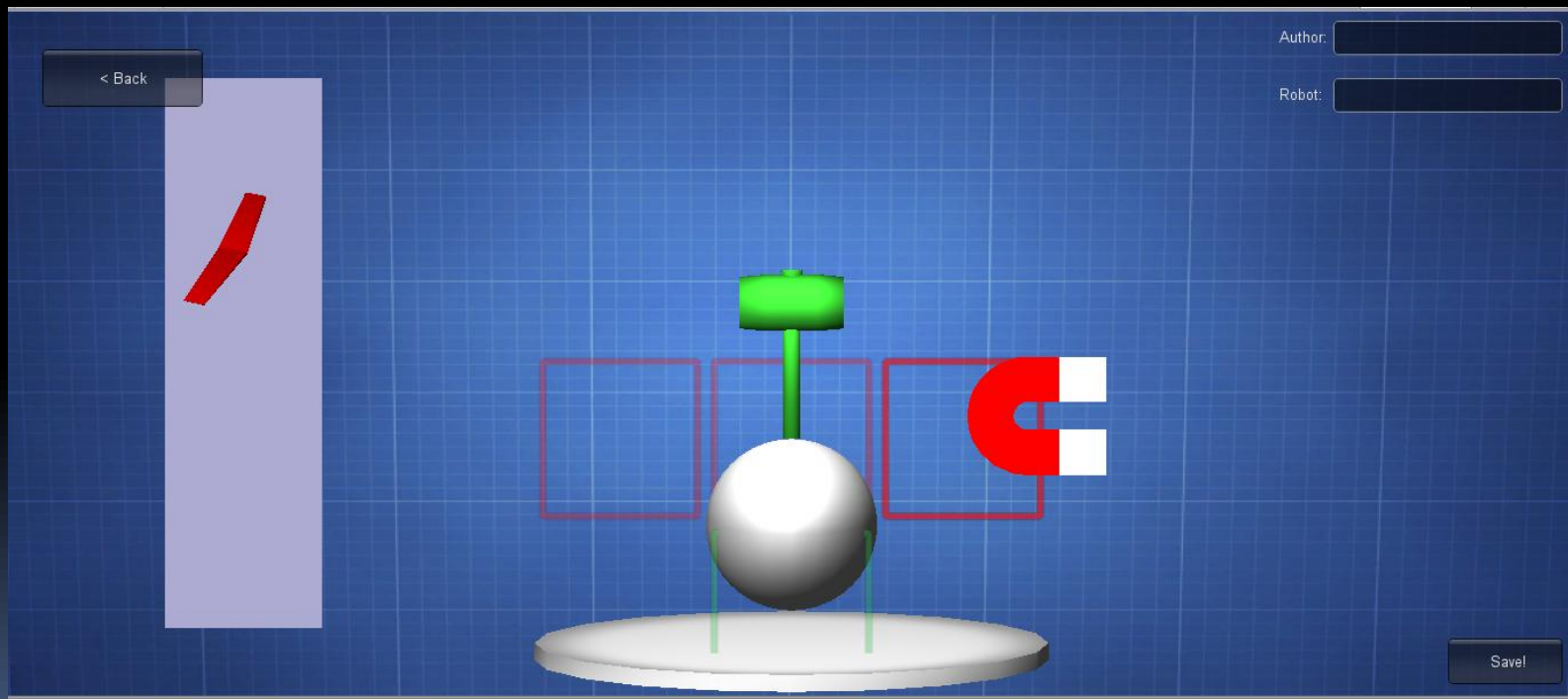
Building the robot

- Toolbox
 - Drag out and place items
 - Choose frame with menu buttons



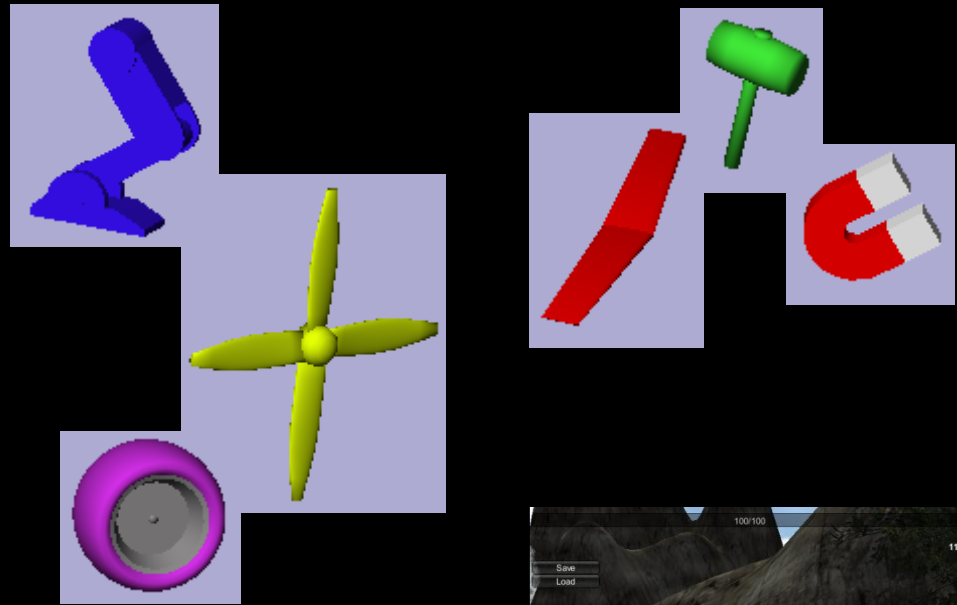
Building the robot

- Box containers
 - Items snap to (are put in) the boxes
 - Frame decides the box set



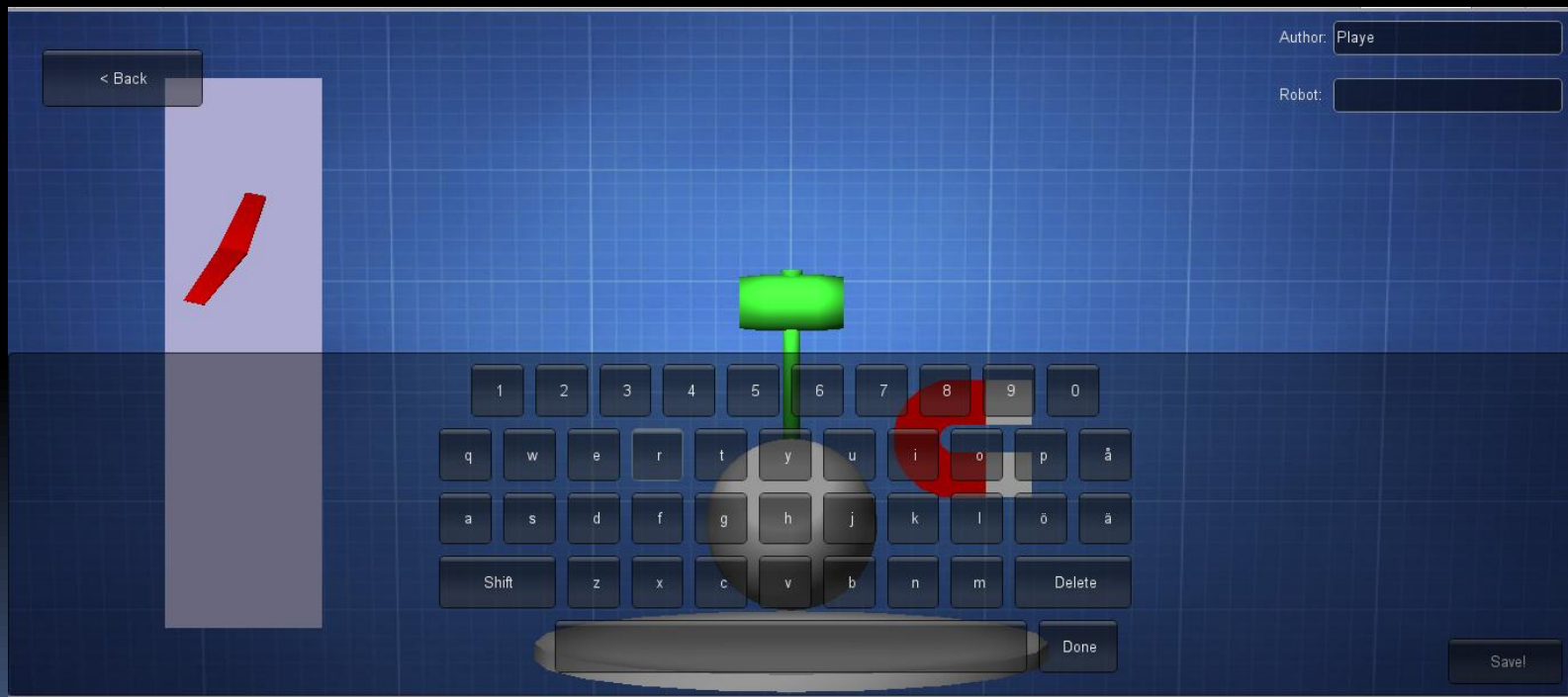
Gameplay

- Prioritization
 - Robot items
 - Level obstacles

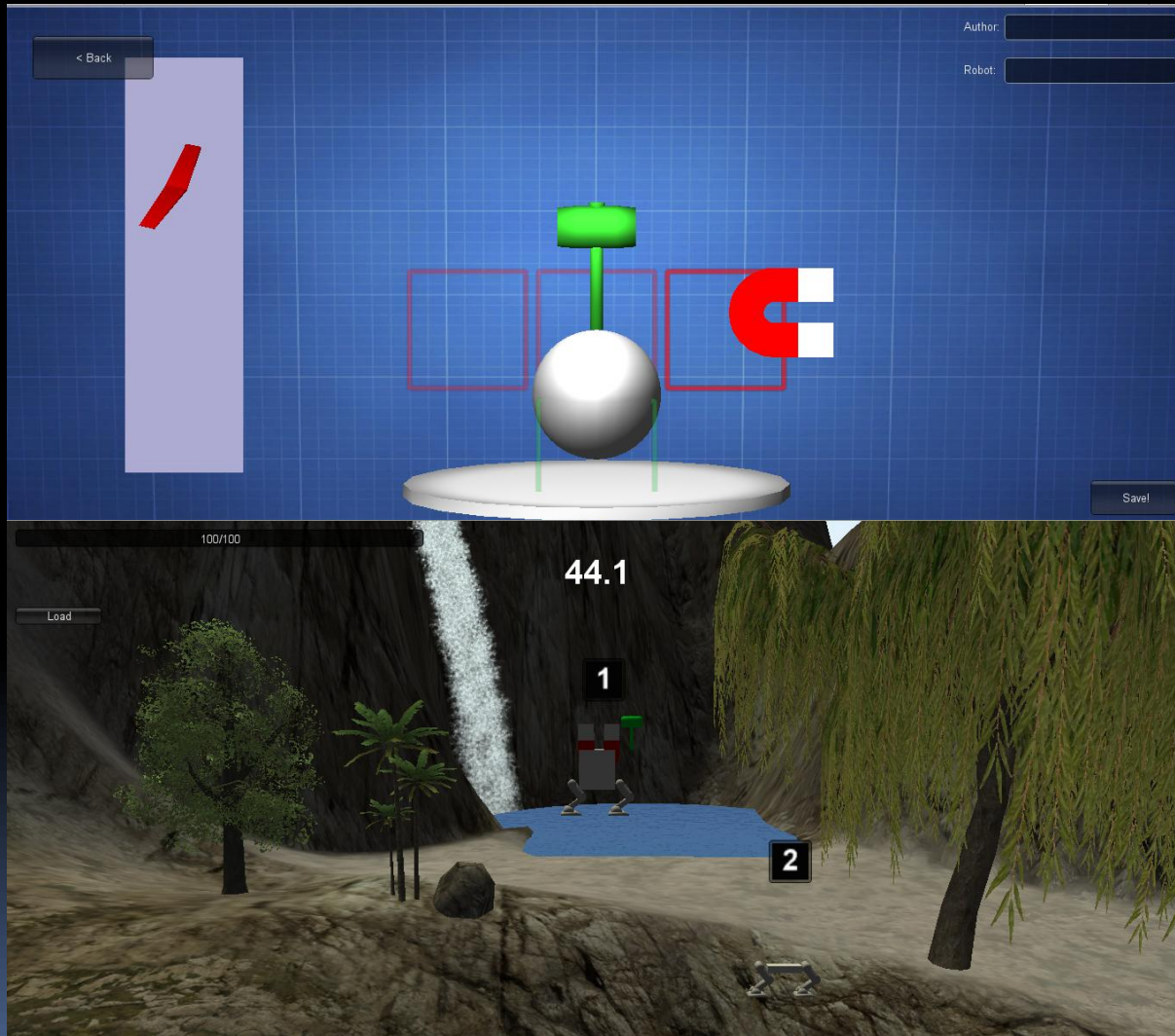


Interface

- Touch screen
 - Natural
- Game controller
 - RC car controller



Questions?



Thanks!

