



BOMB BUDDIES

Special Thanks to:
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THE "X"

Bomb Buddies is a multiplayer co-op mobile game where players have to complete silly **AR-based micro games** to defuse a series of bombs.



THE "Y"

Stop the hacker from destroying your reputation!

Explore the unconventional affordances
of our phones
Enjoy a goofy party game designed for ALL



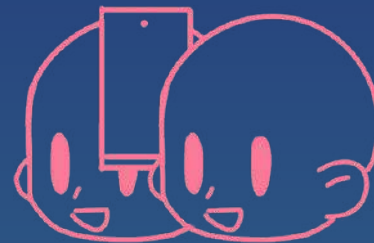
CORE GAMEPLAY



- ◆ Each micro game lasts around 20 seconds
- ◆ Game is on one phone that gets passed around
- ◆ The game will call for the next player(s)
- ◆ Shared fate, shared experience

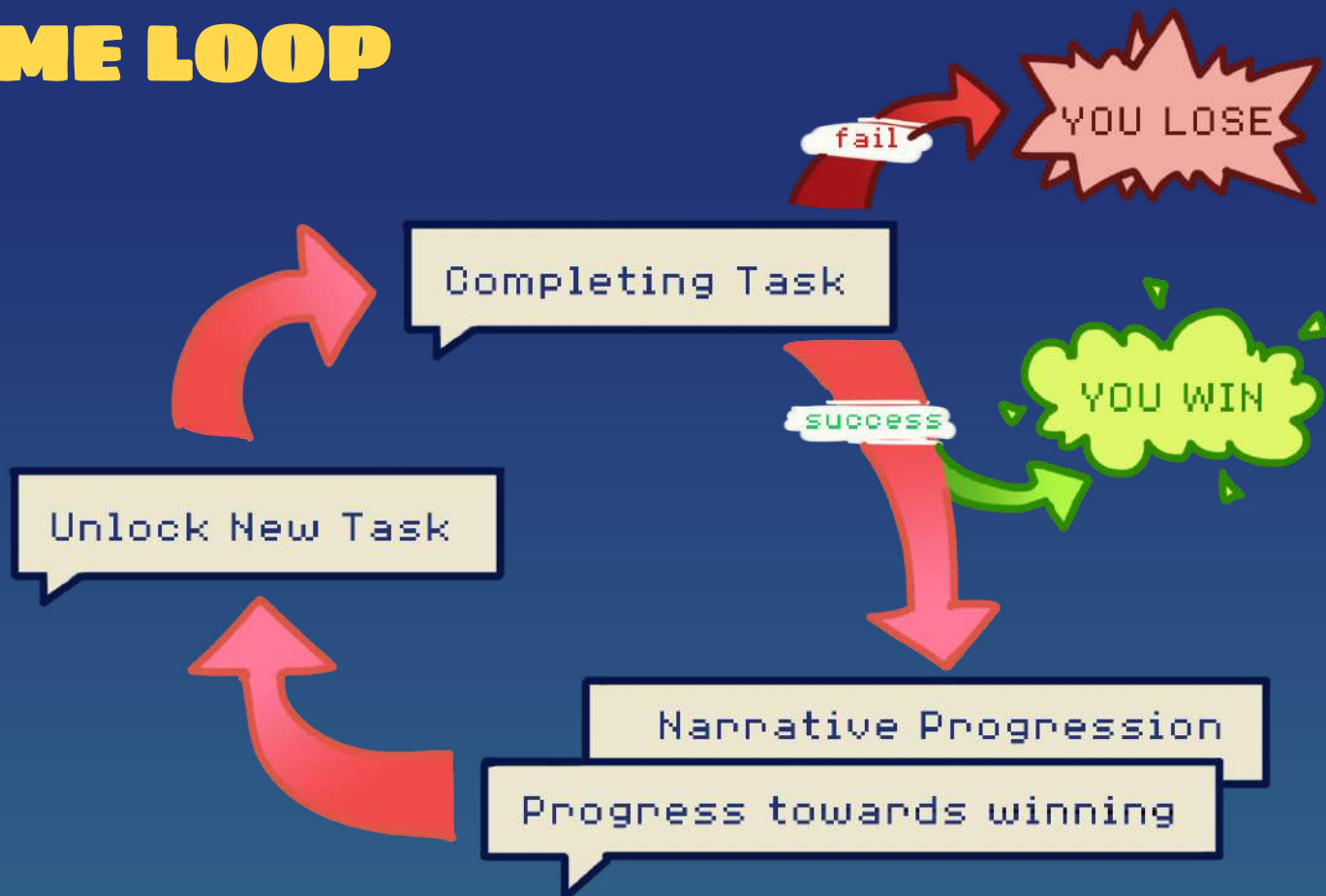


Single Player Puzzles
(may require help)



Multiplayer Puzzles
(must cooperate)

GAME LOOP



CORE MECHANICS

Two general types of AR features



CAMERA TRACKING



- ◆ Interacts with what the camera sees
 - ◆ Moving their body
 - ◆ Showing objects
- ◆ Tech: body/facial tracking, object recognition

PLAYER-DEVICE



- ◆ Interacts directly with the phone
 - ◆ Moving, rotating
 - ◆ Speaking to it
- ◆ Tech: accelerometer, gyroscope, microphone, speech recognition



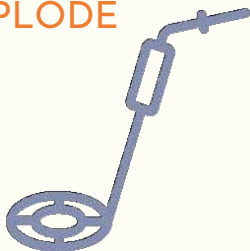
CORE MECHANICS

Example micro game designs

CAMERA TRACKING

"Minesweepers"

- ◆ Front camera scan room
- ◆ Spawn bombs
- ◆ Player find bombs based off proximity indicator
- ◆ Find all before countdown or EXPLODE



PLAYER-DEVICE

"Special Delivery"

- ◆ Bomb spawns on phone
- ◆ Balance phone flat
- ◆ Walk to given checkpoint
- ◆ FAST and STEADY



NARRATIVE



The player downloads a random party game, which turns out to be a disguised “malware” that threatens to send photoshopped “scandalous” pictures.

The Antagonist:

- ◆ Sarcastic
- ◆ Self-centered
- ◆ Enjoys seeing you failing
- ◆ Has insecurities about their work



The hacker behind all this is a desperate game developer looking for players.

They can't find anybody in real life, so they wrote this app to force people to play their games

PILLARS

FRIENDSHIP

- ◆ Collaborating
- ◆ Trusting
- ◆ Building

CREATIVE AFFORDANCES

- ◆ Cool AR features
- ◆ Unexpected mechanics
- ◆ Variety in microgames

HUMOR

- ◆ Funny narrative
- ◆ Goofy actions on your phone
- ◆ Laugh with friends



PRODUCTION PLANS - SCOPE

10 Different Micro Games

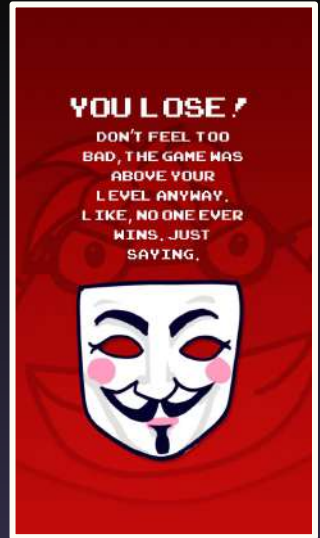
- ◆ Adaptable for multiplayer

5-6 AR Features

- ◆ Environment Understanding, Gyroscope/Accelerometer, Speech Recognition, Motion Tracking, Body Tracking, Facial Tracking

15-20 Minute "Story Mode"

- ◆ Linear story-based experience



Future Expansion:

- ◆ Networking for simultaneous multiplayers
- ◆ "Party Mode"

Flexible Scope:

- ◆ Series of short micro games
- ◆ Reusable AR mechanics
- ◆ Cut/Add/Adjust

TOOLS AND TECHNOLOGY



TARGET PLATFORM



android

OTHERS



GAME ENGINE



UNITY AR FOUNDATION

AR SDK



ARKit

SUPPLEMENTAL AR SOLUTIONS



ARCore

