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World Explorer

The Dawning Tribes

Intro

In World Explorer: The Dawning Tribes, you control a character whose curiosity about the world has inspired them to “acquire” a boat and explore. Your character can't speak and communicates only through dance. Your love of dance and happy attitude will surely affect the world in positive ways!

Features

Discover buried treasure throughout the world with interesting descriptions and a variety of uses!

See the world, from Greece to the North Pole! Take photo-ops and dance there. Share postcards on your Facebook!

Meet characters from history and challenge them to dance. Many are far too serious. Your goal is to spread your cheerfulness to them!

Discover your friend's islands, built off of their Facebook profile. Dance in their pictures, or on their island and send them a postcard!

Meet exciting and useful people on your adventures and entice them to improve your home tribe!

Ages

All ages 6+

Overview

World Explorer takes place in a universe where the dawn of man has just occurred. The main character comes from a tribe that has just achieved building a small canoe. Most of the tribe can speak in an indecipherable language of clicks and musical notes, but your character is only capable of communicating through dance, and he or she loves to dance. The only thing your character loves more than dancing is exploring the world and seeing new things, so he or she becomes inspired to take the tribe's canoe out for a spin! From that point, you play as the main character, the World Explorer! On your adventures you will find treasure, famous personalities from history and islands inhabited by your own friends!

World Explorer: The Dawning Tribes is a casual game intended for all ages, and both



genders. It has continuing progression, but can be played in small bursts of less than a minute. The design is simple and intuitive; there is nothing required that will lead to the necessity of outside help. The game begins with a spirit of fun and maintains it throughout every moment of play. Your main character's most defining element is that he or she is always having fun and engaged in sprightly happiness and dance, no matter the circumstances. Audiences will notice allusions to historical figures and gain some familiarity with them and the events that made them important through their interaction with the caricatures who represent them. Although they familiarize the audience, their inclusion is mainly for entertainment purposes and to tie World Explorer's world to the real world. Players are exploring a caricature of the real world and will see Russia, Turkey, India and other famous places, and will meet famous people from each of those places.

Players

The majority of World Explorer is played by a single player. However, there are areas for interaction with others.

World Explorer, if allowed, works with Facebook to import information about friends and translate that information into a physical island in the game, which the player may independently discover and explore. On this island, a player may dance in a friend's Facebook picture and send it to their wall as a postcard, or make a new photo out of a photo-opportunity available on the island.

If there is another player with World Explorer nearby, you can challenge them to a dance-off. There are a variety of progression elements which benefit you in a dance-off, although none give you any measurable advantage. Different hats might be found, and dance-moves from around the world may surprise opponents at first, but the underlying mechanics keep both players on equal footing.

Objective

Your objective is to see the world! You want to see all the dance moves the world has to offer, and increase your repertoire! You want to collect all the treasure, meet all the people and explore the world the World Explorer has to offer!

Set-up

In each of the three different phases of the game, there is a different UI.

Boating Phase:

- In the boating phase, there is no visible UI. Players use their fingers to flick the ship across the water. Although you can slowly drag your finger, the best and most efficient way to move the ship is to flick, which is a fun activity to do. Players feel enabled to enter the game world and flick the boat around a little bit looking for something new to interact with. When the player's boat passes over a treasure, the device will vibrate or issue some other kind of alarm. The player will then slowly navigate to the spot and search for the treasure.

Landing Phase:

- In the landing phase, you arrive on an island displayed as an isometric plain. Your character

acts as an avatar and you can move around using a system where the character will begin to walk toward wherever a player's finger touches the screen. When you interact with a character, a dialogue box appears. When you interact with a structure in a friend's island, a menu based display of the information that structure provides might appear.

Dance-off Phase:

- The dance-off game is very similar to Rock Paper Scissors, but it is adjusted to incorporate players' reaction speeds. Rather than rock, paper, scissors, your player has three categories of dance: cheerful, somber, and extreme. Extreme beats cheerful, cheerful beats somber, and somber beats extreme. In the dance-off phase, you see your character from over the shoulder, and the opponent in front of him. There are three buttons at the bottom of the screen corresponding to the different types of dance. To dance, select a menu and a menu will pull up. Click on a dance, and your character will perform that dance.

Procedures

Boating:

- By flicking their finger across the touchscreen, a player can move the boat along. There are vast stretches of ocean, but as you explore your map slowly fills in. While boating it's possible to find buried treasure. These items can take the form of hats, treasures to sell for money, treasures to convince people to help you, and treasure that is useless but has an interesting description. To unearth the treasure, a player will pass over a spot and be informed in a variety of ways that treasure is available. The player will guide the boat to the treasure, which is interesting as it is a more delicate procedure than the normal activity of controlling the boat. Once they are stopped at a position in range of the treasure, a player can either hold down his finger on top of the boat and the treasure will be unearthed. Suspense is created here: more exciting treasures will take longer to unearth.

- While boating a player will inevitably stumble across an island. By making contact with it, the boat will land there.

- When boating there are obstacles in the game world to make the exploration more interesting. However, there is no risk of death, or loss. Consequences are minor set-backs; for instance, if a boat strikes an obstacle in the game world, it will bounce off a distance like a ping-pong ball. Obstacles might include ice-flows in the arctic, coral reefs, the sargasso sea, etc. Because these are intended to be flavor and not a main challenge, flavor impediments suit the structure well. Seaweed may slow your ship down – it does not seriously impede your progress. It is just for fun.

- The world is reminiscent of the real world, but heavily caricatured. On top of that, its reality is very loose, and worlds that may only be fleshed out fantasies may exist in World Explorer as actual locations. For instance, real world Britain would be present, but Atlantis might be present as well. Russia and China would be showcased, and Dinosaur Island might be hidden somewhere. However, because the real world is very full of wonder, that wonder should come through in the game! While the world is a caricature, the caricature should be built on the primary philosophy that this is how the world looks if all of the corners are shaved off, the edges are softened, wonder is out there, and all problems can be realistically solved by dancing.

Landing / Friend Islands:

- When you make contact with an island in your boat, you will land on that island.
- Exploring each island should give the player a sense of learning about the location, its people, its customs, etc., in a very broad and unfocused way. The towns people will give short dialogue boxes relating to events filtered through their own perspective. The architecture, clothing, weather, attitudes, and rumors should add to the player's awareness of the place or time they are visiting.
- Friend Islands have a similar premise. The idea is that the islands will be built automatically, but through creative associations that give the islands a visual representation of your friends that you can visit, interact with, and then dance in to share a post-card with your friends on Facebook. The things listed on your Facebook, like activities, interests, favorite movies, etc, will be translated into visual components on your island. If you enjoy basketball, a basketball hoop may appear on your island. If you have a large number of favorite films, you might receive a gigantic outdoor cabinet on your island with information about them rather than a smaller one.
- A player will be able to access their friend's Facebook photos on the island and dance in them, then share the altered photo with their friend on Facebook.
- A player may also take a photo opportunity and create a new photo of the character dancing on the Friend Island.
- Sometimes, when exploring different locations, you will stumble across people or events who want to engage in some sort of confrontation. You respond to them with dance.

Dance-Offs:

- Dance-Offs are usually initiated by famous personalities from various places, cultures and times. Alternatively, they are mutually initiated between friends in the same room.
- In a dance-off, the opponent will perform a dance. He will occasionally make a comment, displayed in a speech bubble. The comment will help communicate what category his dance falls into, so that a player can figure out which dance to perform to effectively counter the dance. Both the player and the opponent are always dancing. When the player is performing a dance that beats the opponent's dance, the opponent's condition will deteriorate gradually, although the visual effect of this will depend on the opponent – the deterioration may actually take the form of the opponent becoming happier. When the player performs a dance that ties the opponent's dance, there is no change. When the player performs a dance that loses to the opponent's dance, his own condition will gradually deteriorate.
- There are three categories of dance: cheerful, somber, and extreme. Extreme beats cheerful, cheerful beats somber, and somber beats extreme. However, each category has a variety of dances and they are all visually different. It is not always immediately apparent which dance falls into which category.
- Challenge is produced in the dance-offs in a variety of ways. Bosses might utilize dances that are in different categories than they appear to be. Bosses may switch between dances

quickly or erratically, causing the player to adapt or potentially lose life. When the player dances to counter a particular dance, the boss may react to the counter quickly.

- When dance-offs with characters from around the world are won, the player receives knowledge of new dance moves to use against friends.

- Potential challengers include: Gandhi, Saddam Hussein, Vladimir Putin, Caesar, Abraham Lincoln, FDR, and a T-Rex.

Hats, Tribe Building, Ship Parts and Other Rewards:

- There is persistent progression in the game as players get farther in and collect more assets. These progression elements are aesthetic rewards only, and the main game interface is a simple derivation of rock paper scissors; as the game is designed to be built around being open to a jump-in/jump-out style of play, progressive elements which leave players with less time at a disadvantageous are unacceptable.

- One reward which can be collected as treasure, or traded for in a variety of places in the world, is hats. Hats can range from small and dopey to large and colorful. Hats are only an aesthetic change, but they are fun to collect and show off and also may alter some dialogue in the world – it may be fun to talk to everyone again, wearing a new hat!

- Some people may offer to improve your home tribe in some way. Perhaps you meet Thomas Edison and he offers to provide your tribe with electricity. The idea is that, just like in the real world, when you learn about cultures and their unique benefits and discoveries, and share in them, your tribe evolves. The tribe building components have no direct effect on the player's experience. They only change the look and feel of one particular island that the player began his journey on. Most people will only provide service for some kind of action, although some are willing to provide a service for free. Many will come and inhabit your island.

- Some things people may offer to provide after being recruited to your island are: different island themes (i.e. Russian, Caribbean, African), new technologies (lights, roads), some means of acquiring particular items (hats or boat parts), different sound sets (i.e. different kinds of alarms when passing over treasure), different window frames (different border shapes around dialogue boxes, menus, etc.).

- People will aid your town only after certain criteria have been met. Potential criteria include: having a certain technology, providing an island, displaying a particular dance, having completed an event, having visited a place, having recruited a certain number of people already, etc.

- Boat parts are only minor increases to your boat, which can be upgraded to be faster or be slowed less by obstacles. Your boat has a hull and a rudder, and can have one item equipped in each slot. The hull decides how drastically the boat is affected by obstacles, and the rudder affects the speed.

Game Flow

