EARTHQUAKE!

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an earthquake has hit, can you help us put the city back together again?
CONCEPT
REFINEMENT
**NARRATIVE**

- Post-apocalyptic city
- Buildings have fallen and need to be rebuilt.

**IMPLEMENTATION**

- Loose blocks of different textures
- Internal support doubles as reset mechanism

**FEEDBACK**

- Apocalypse theme difficult for immersion
- Large building pieces similar to children’s blocks

**FINAL**

- Cartoon/comic aesthetic easier to create realistically
- Good tie-in for a miniature city

- Internal support removes sense of “magic”
- Should still be challenging for groups of any size

- Supports integrated into game, internal now only for unseen reset
- LED lights signal success
GAME PLAY
TEAM DYNAMICS

• Team stretches and tangles like in a game of Twister.
• Lack of different texture of blocks makes game very mentally challenging.

FEEDBACK

• Needing to balance physical and mental challenge, teams need to hold up buildings while adding blocks to others.
• Different textures help identify which blocks belong together.

FINAL

• Ensuring reset is invisible to players means eliminating the internally supported building, requiring all to be held up.
• Instead, change focus to block sequencing rather than physical ability.
**STEP 1**
Match the blocks to their buildings by texture

**STEP 2**
Assemble the blocks in the correct sequence

**STEP 3**
Don’t let the blocks slide back down!
QUESTIONS?
APPENDIX
TECHNOLOGY

• LED lights used to indicate to users when blocks have been correctly sequences
• External bridge helps to hold the blocks in place so other buildings can be worked on
• Piston inside hinged bottom block on one building, pushing it up so the upper blocks topple off
• Bridges coming down cause all the buildings to fall apart.