Lecture 3

Mobile Gameplay
Focus of Today’s Talk

Smartphones

Tablets
Challenge: Input Modality

- Don't have standard gamepad controls
  - Add-on hardware is unpopular
  - Not standard, few games use
- Loss of a lot of functionality
  - D-Pads, joysticks for avatar control
  - Buttons for performing core actions
- Have to **rethink game input**
The Cheap Way Out
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Takes valuable real-estate (screen covered at all times)

No tactile feedback to user (finger covers visual feedback)
So What Can We Do?

- (Multi) Touch Controls
  - Pointing, dragging
  - Clicking, selecting
  - More advanced gestures

- Accelerometer Support
  - Tilting
  - Rotating
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  - Rotating
- AR features (light, camera) are also a possibility.
Touch: Basic Approach

- Can use touch interface like a **mouse**
  - Touch to click on a point,
  - Trace from touch to drag

- Port mouse-heavy PC/Mac games
  - Particularly strategy games/RPGs

- Keyboard exists, but is limited
  - Have to obscure screen to pull up keyboard
  - Use very sparingly (e.g. save file)
Example: *Plants vs. Zombies*
4152 Example: *Gathering Sky*
Balancing Multitouch

- PC games are “balanced” for a single pointer
  - Multitasking requires a lot of back and forth
  - Challenge is to do actions in an efficient order

- Multitouch eliminates this challenge
  - Fingers everywhere!
  - Movement is fast

- Ex: Whack-a-Zombie
Size Matters

- Small screen makes multitouch **hard**
- True multitouch only on a tablet
- Phones are largely limited to gestures
- Fingers are **fatter** than pointers

Click here to undo everything
Click versus Pointing

- PCs use **hover** to give information
  - Gives pop-up menus, tool-tips
  - Used in RPGs, strategy games
  - Major UI design technique

- There is no hover on mobile!
  - How to distinguish action from info?
  - **Press-and-hold** is becoming the standard
  - So actions must happen on **release**, not press.
Example: Assassin’s Creed Rebellion

Hold for info. Press to use
Touch: Gestures

- Can also leverage device gestures
  - Manipulation strokes common to device
  - **Example**: Pinching for zoom
  - **Example**: Rotating (object, screen)

- Natural for camera control

- **Design Approach**:
  - Think about how used in normal apps
  - How do you leverage this in a game?
Basic Gestures

- Tap
- Double Tap
- Tap and Hold
- Flick
- Pinch
- Spread
- Rotate
- Drag (Scroll)
Simple Multitouch Gestures

Two Fingers

- Tap
- Tap/Press
- Double Tap
- Drag

Three Fingers

- Tap
- Double Tap
- Swipe
- Drag
Simple Multitouch Gestures

Two Fingers

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Three Fingers

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Sort of possible to get position

Getting position is largely hopeless
4152 Example: *Phantom Escape*

“Stretch” boxes to launch
4152 Example: *G.M.P.*

Resize to change strength/agility
Touch: Natural Controls

- Successful games strive for **natural controls**
  - Verb controlled by a single movement/gesture
  - Gesture has a very natural physical feel to it
  - Maps naturally on to the action in the game

- **Examples**
  - Cutting (Cut the Rope)
  - Tracing (Flight Control)
  - Pulling (Angry Birds)
  - Twisting (Monument Valley)
4152 Example: *Flick Ship Spaceship*
Example: *Flight Control*
Example: *Zen Bound*
Example: *The Room*
Example: *Monument Valley*
Dollar Gestures

- Recordable gesture API
  - Created a U. Washington
  - Code freely distributed
- Very limited resolution
  - Scales gesture to pixel grid
  - Grid uniquely identifies
  - Shape AND start matter
- No longer included in SDL
  - But not hard to implement

http://depts.washington.edu/madlab/proj/dollar
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**Touch: Avatar Controls**

- Several (non-joystick) options for movement
  - Drag the character
  - Point to a waypoint
  - Point to direction

- But how to indicate avatar actions?
  - Want to move and act at same time

- **One Solution:** put actions into movement modes
  - Drag versus waypoint
  - Press+hold drag versus drag
Example: *Spider*

- **Press spot to crawl to**
- **Hold and fling to make a web**
- **Fling to jump**
4152 Example: *Squeak & Swipe*

Press mouse and goal to pathfind.

Swipe level to rotate it.
Early Platformer: *Night Sky*

Roll ball with finger
Early Platformer: *Type:Rider*

- Go left
- Go right
- Jump up on opposite side
Modern Platformer: *Oddmar*

Relativized joystick to move

Swipe to jump up
Accelerometer: Basics

- **Can** detect rotational movement
  - Rotate from flat plane
  - Rotate around edge

- **Cannot** detect other movement
  - Lateral movement of device
  - Absolute position of device

- Ideal mechanic for
  - Marble-style games
  - Steering/On-rails games
Example: *Labyrinth 2*
Accelerometer + Touch

- Solves the problem of actions
  - Use accelerometer for movement
  - Use touch for other actions
- But have to hold the device
  - Hard to gesture as well
- **Idea**: Keep actions unobtrusive
  - Avoid "button mashing" mechanics
  - Allow touch to use thumbs as much as possible
Example: *Knightmare Tower*
Accelerometer: Challenges

- The control device is the display
  - Extreme controls make game hard to see
  - Even worse when combine with touch

- Even basic movement is a challenge
  - Hard to quickly change directions
  - Prone to overcorrection
  - Example: Labyrinth
Accelerometer: Orientation

- Can detect device orientation
  - Either portrait or landscape
  - Use for different game modes

- *Sword & Sworcery EP*
  - Landscape for exploration
  - Portrait for combat

- Supported in SDL/CUGL
  - New to CUGL this year!
  - Add listener to **Display**
Example: *Flipped Out!*
Final Word: Know Your Audience

- **Phone games** are meant for "quick play"
  - Must be able to start, play, and save in 2 minutes
  - Should be able to pick up where left off quickly
  - Controls should be (relatively) simple

- **Tablet games** can be more complex
  - Supports longer play units (why?)
  - Larger screen permits more complex controls
  - Games are closer to PC indie games
  - And can also cost more!