

Wonder document

Title of project

Community Scrabble

Team members

Benjamin, Joakim, Marius, Siamek

Main idea

Our idea is to create a more social and fast paced version of the popular word game Scrabble for a touch table.

What lead to the idea

During a brainstorming session we came up with several ideas and Community Scrabble was the idea that caught the interest of the group.

What others have done

There currently exists several version of scrabble and a few that are centered around a fast paced game, but not in the same exact vein as our idea. http://en.wikipedia.org/wiki/Scrabble_variants

User group

There is essentially no age limit to play Community Scrabble, but since it is a word game that requires basic knowledge of languages it is not suitable for children under the age of 8. Other than that, the game can be played by everyone.

Problem space

Games like Scrabble have a lot of strict rules which causes to game to be quite limited and inflexible. You always have to be two or more to be able to play the game and you cannot easily cooperate. Because of this, most board game become dull and boring after just a few games. Our goal is to change this and make a more flexible and social game which people can enjoy for either a short or a long time span. Multi-touch technology will give us a natural way to encourage and reward cooperation, where the users decide if they want to play alone or together.

We want to provide an easy entrance to become familiar with multi-touch technology. New players will be able to intuitively learn how to play because it is based on the well known scrabble concept. By playing the game users would get more familiar with touch table technology and get a positive experience.

Assumptions:

- People enjoy word games such as scrabble.
- In general, waiting for the other person turn is boring, annoying and time consuming.

- People who are used to the original Scrabble will find the game intuitive and would be able to play immediately.
- People like to exercise their brain.
- People like challenges.
- Humans are social creatures and enjoy socializing.

Conceptual model

The table is always ready for a game, inviting users to play. When a player touches the table the game starts. The users are presented with a set of tiles with letters. These letters can be placed on a grid and formed into words. When the time limit ends all valid words are calculated and a score is given.

The game should be able to be used in different ways. You can play alone, or in a group collaborating. The motivating part is the high score where people can take turns and compete, or play alone and compete with their self. Its up to the users to decide how they want to play.

We could expand this with additional modes and functions to make the game more flexible, challenging and long lasting. This would be up for evaluation based on user feedback and prototyping later in the process.