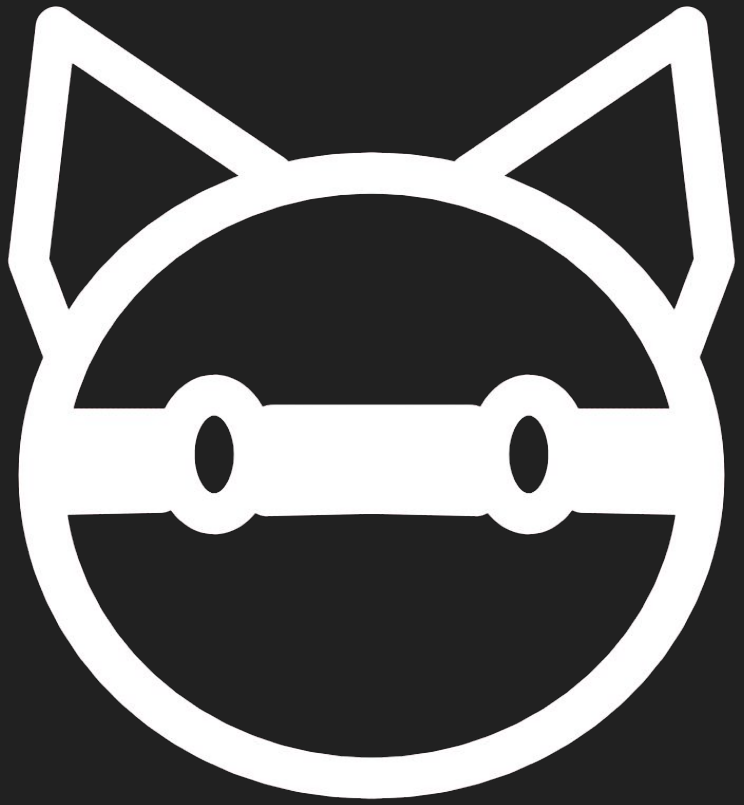
DupliCat

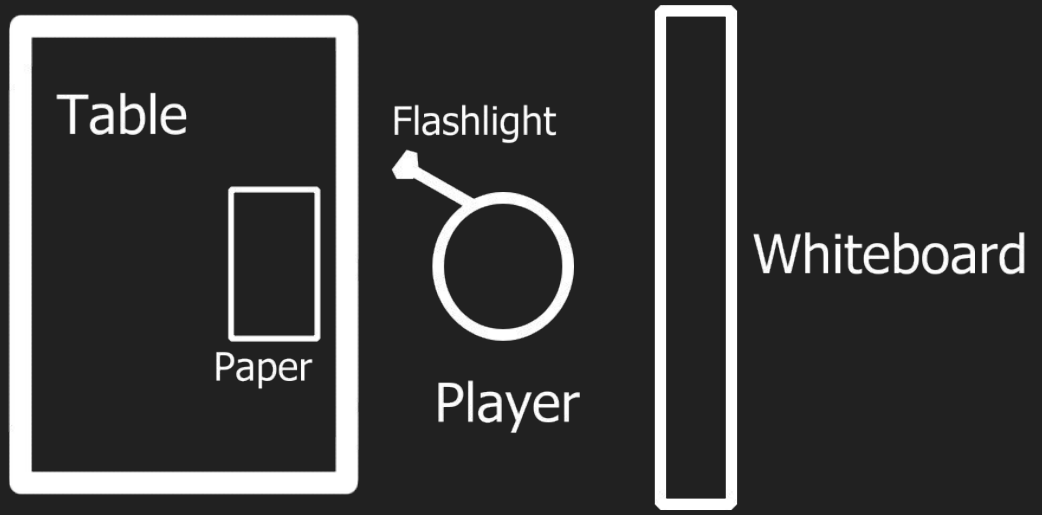


DupliCat

By Brush n’ Rush
Clemens Fromm, Kim Simon, Klejdi Sinollari, Georg Eickelpasch, Leonard Keil

Prototype - Setup

- Time limit
- Draw as similar as possible.
- Dark room.
- Access to a flashflight.
- 2 actors (1 player | 1 guard)
- Artwork (Whiteboard)
- Duplicate (Paper)
- Can only look at either the artwork or the duplicate.



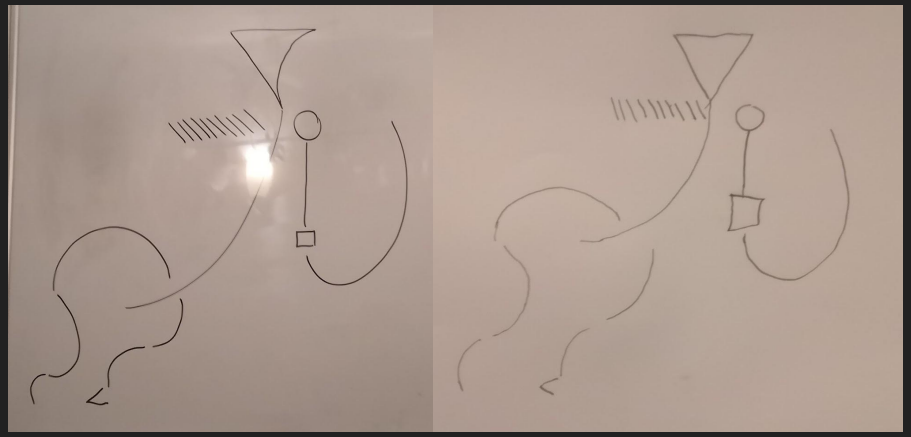
Prototype - Gameplay (Round One)

Modifiers:

- Dark room + flashlight
- No guard

Result:

- Repeatedly checked the artwork
- Duplicate matched artwork with minor mistakes



Original Duplicate

Video - Round One

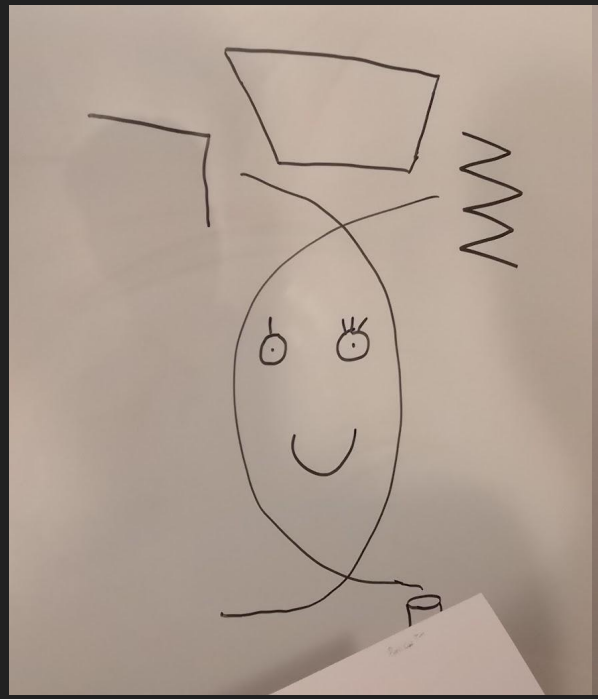
Prototype - Gameplay (Round Two)

Modifiers:

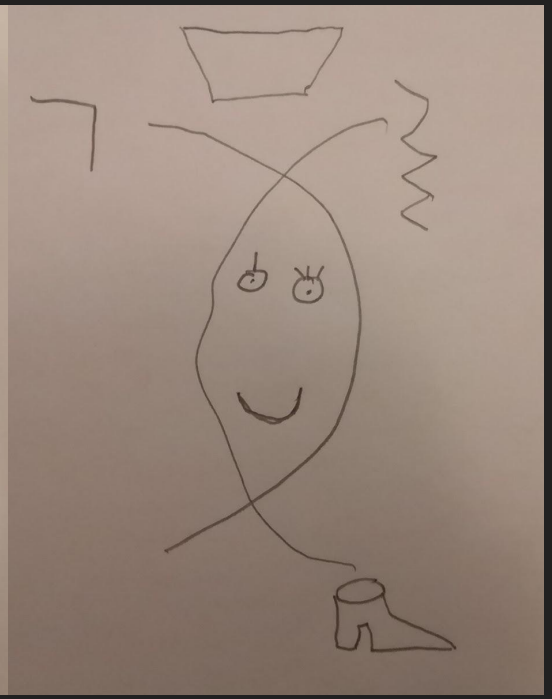
- Dark room + flashlight
- Guard

Result:

- Repeatedly checked the artwork
- Duplicate matched artwork with minor mistakes
- Duplicate less precise



Original



Duplicate

Video - Round Two

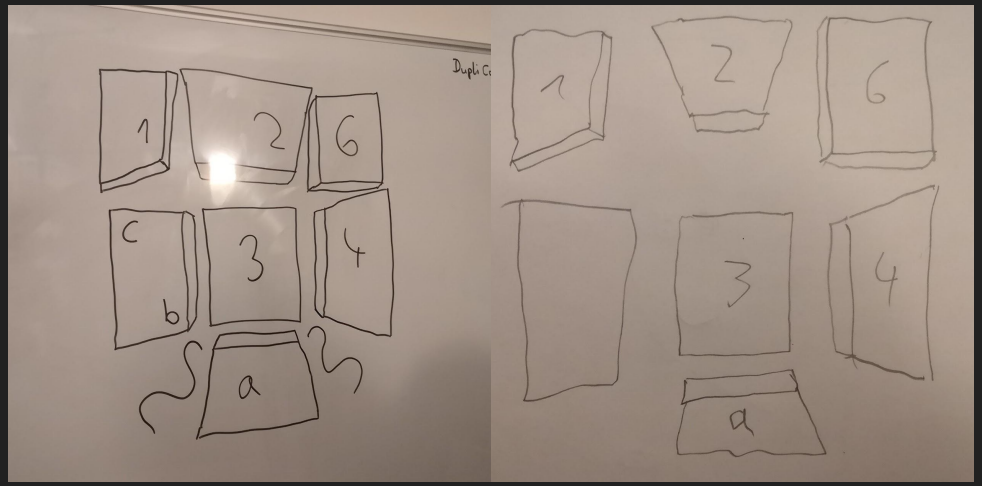
Prototype - Gameplay (Round Three)

Modifiers:

- Enlightened room
- More aggressive guard

Result:

- Duplicate couldn’t be finished
- Duplicate less precise



Original Duplicate

Video - Round Three

Prototype - Results

- Easy to remember: geometric shapes, 90°-angles, connected lines, recognizable objects (shoes)
- Hard to remember: nearly everything else, many copies of a single shape
- Time limit is very important:
  - Too much time: player finishes too early, realies they should have drawn more accurate
  - Too little time: player can’t finish the painting, thinks it’s unfair
- Guard: Very entertaining, added physical activity and uncertainty to the game
- Darkness: adds to atmosphere, flickering flashlight makes the player nervous, otherwise didn’t affect the gameplay much

Feedback

Reviewers liked…

- our story and puns.
- the VR aspect.
- the idea of the sculpting mechanic.

Reviewers showed concern about…

- the difficulty of the painting process.
- drawing without a surface.
- the lack of an immersive introduction.

Reviewers suggested…

- to focus more on the painting part.
- to keep difficulty in mind.
- to give feedback in the game.
- to add different tools.

Considerations

- Adding levels with scaling difficulty
- More challenges centered around the canvas
- Different tools for different textures
- Avoid repetitive shapes
- Expand the story and add an intro cutscene
- Add a feedback system

Thank you!
Any questions?