

REAL BAKU 2015

Friday, 5 June 2015

17:47

* COLOR:-

the color for the fidh is wrong on the end screen. You couldn't know, they're changing their corporate identity pretty soon. The color to use is plum (#32193a). Maybe slightly altered for the 8-bit feel of course.

* LANDING:-

I don't think I've shown you the landing page for the game, so here it is attached to this email.

* SOUND:-

they find the sounds still a bit too ear piercing. Can you tone them down a bit?

Wednesday, 3 June 2015

20:11

* ISSUE:-

"strange performance issues on some computers (with firefox and chrome, latest versions) : mostly it was around the 2nd screen where they had to click twice to proceed"

* TITLE: Change to REAL BAKU 2015

* UI: "Choose your event" -> "Choose your sport"

* TEXT: On final

screen: TAKE ACTION FOR THEIR RELEASE... PLEASE SPREAD THE WORD

* UI: Remove event name UI now that we have menus

* BUG: Can still negative jump!!! HOW?!

* INSTRUCTION:-

"could we display the instructions before the countdown (for the timed games)? That way we'd have the instructions displayed while the "Ready / Set / Go!" counts down."

* LINK: "we'll be calling the pop-in from the page, below the game." (check anchoring?)

* GRAPHICS: On final screen: FIDH logo

*ISSUE:-

"some at the fidh say the sink is still reminiscent of a toilet. Could you perhaps make it a bit higher?"

* HMMMMM ISSUE:-

"we had a bug report : once, the sprinting prisoner escaped from the screen :)"

* CHECK final screen layout/semantics

* FIX bug in Sprint

* CHECK instructions stuff with Rilla

* EMAIL new build

Monday, 1 June 2015

09:25

* TIME: The game from beginning to end **It took me 2:48 to finish, which is longer than I thought**

* TEXT: Game over screen change based on Message up front (move their front to the back)

* REVIEW: Input problems

* REVIEW: Overall flow

* CONSIDER: Putting in a menu? Shit...

* ADD: Play Again button (that would go to event select I guess?)

* ADD: Menu with image of chosen athlete and 5 buttons for events

* GRAPHICS: Flash click to continue on post event screen

* BUG: Sprint gives different distances based on speed, doh

* FIX: Font rendering on mobile (needs more space on the fontmap)

* TEST: On mobile (keep an eye out for tint problems with RGB values)

* EMAIL: Babel about changes and non-changes

Sunday, 31 May 2015

22:52

* TEXT: Add new twitter message and fix encoding

* CODE: Create message screen

* TEXT: Move main message to the font

* GRAPHICS: Add Azerbaijan flag to message screen

* CODE: Check up on responsiveness of controls

- * ~~GRAPHICS: Change bed graphic to bed+sink~~
- * ~~GRAPHICS: Move avatar bed/sink scenes appropriately~~
- * ~~INPUT: Fix the input response~~

Saturday, 30 May 2015

09:29

FIDH / Babel feedback

The game might be too long before the user gets the message – they suggest a game selection pre-character, and a re-play button at the end

The whole game is only about 60 seconds long

Would be concerned about UI overload

To the extent the problem is message, couldn't we have the message up front?

"Key visual" development

I could sketch something and send to them...

Depiction of the toilet is a problem, they like the bed/window visual the most

No problem to remove the toilet

Can place the sink in the bed scene

Want the cell to be more Azerbaijani – maybe a flag, or something out the window

Will google this

Look into flag representation etc.

Have something more Azerbaijan in the title area instead to set location

Some people are having difficulty with responsiveness of the rapid click

Will try to reproduce and fix if possible (be good to have more info)

Check instructions

Replacement texts:

Start screen :

NOT EVERYONE CAN PARTICIPATE IN THE 1st EUROPEAN GAMES

Ending screen :

THE 1st EVER EUROPEAN GAMES ARE BEING HELD IN AZERBAIJAN, A COUNTRY W
HERE MANY ACTIVISTS, JOURNALISTS, LAWYERS ARE ARBITRARILY DETAINED.

TAKE ACTION FOR THEIR RELEASE... PLEASE SPREAD THE WORD!

Twitter message :

See if you can do better than me at these European Games! #Gaming #Baku2015 Vs.
#RealBaku cc @presidentaz

Tuesday, 26 May 2015

14:14

* TEXT: Confirm all texts are in JSON

* GRAPHICS: Continue to think about Title->Select images

* GRAPHICS: Continue to think about Game Over images

PENDING: Sven: * CODE: Add stat tracking for the webpage

PENDING: Translation: * TEXT: Confirm all texts can be rendered in all languages

Saturday, 23 May 2015

13:08

* GRAPHICS: Grey bars/bg for the title screen to keep the grey-ness going

* CODE: Figure out how to grunt a custom phaser.min.js that works!

—* Excluded mostly physics, tilemaps, graphics, text, keyboard, gamepad

* GRAPHICS: Convert to Atlas to speed up load

* POINTLESS: GRAPHICS: Use compression on PNGs (or atlas) to smallify

* BUG: Tinting not working with atlas for fuck's sake

* AUDIO: Make an intro jingle pre Baku 2015

* BUG: High Jump: Still managing negative jump (seems to be on "straight legs"?)

* AUDIO: Remove unused sounds (maybe sub bip for beeps in shot put)

* CODE: Add stat tracking for the webpage

Friday, 22 May 2015

08:46

* TEXT: Move "Not everyone gets to play" to the Title instead

* TEXT: Reflect on the stresses of variable-length texts and where they will be problems

* TEXT: Instructions have multiline

* TEXT: Game over explanation is multiline

* TEXT: Other languages could need multiline elsewhere? (DON'T LET THIS HAPPEN)

* TEXT: Continue thinking about a helper or two for rendering multiline texts

* TEXT: Fix Boxing thrown/landed to always print to 3 spaces so it's always the same

* INPUT: Add space bar interaction

* GRAPHICS: Change backgrounds

* GRAPHICS: Sprint(bed)->Shot Put(sink)->Boxing(door)->High Jump(bed)->Swimming(sink)

* GRAPHICS: Animate window (clouds, day/night)

* GRAPHICS: Try out sprint without coloured leg (MONO LEG FOR THE WIN!)

* CODE: Contact Sven about stat tracking hooks (tell him stats available)

* GRAPHICS: Consider bars coming down over char after select screen

* GRAPHIC: Remove the window in the sink scene(s)

* TEXT: Move the results to above the window and compress punches thrown/landed

* TIMING: Have a 1 second black screen before select to refresh eyes?

* AUDIO: Improve pathos of Title screen sounds

* TIMING: Delay before switching scene in Select

* AUDIO: Add new record sound

* AUDIO: Examine audio and identify issues/fixes

* TIMING: Examine timing and transitions and identify issues/fixes

* TIMING: Have a 1 second black screen before game over to refresh eyes?

* AUDIO: Thud on game over

* PROBLEM: New record on window scenes will overlap window (move it down one or two 12s?)

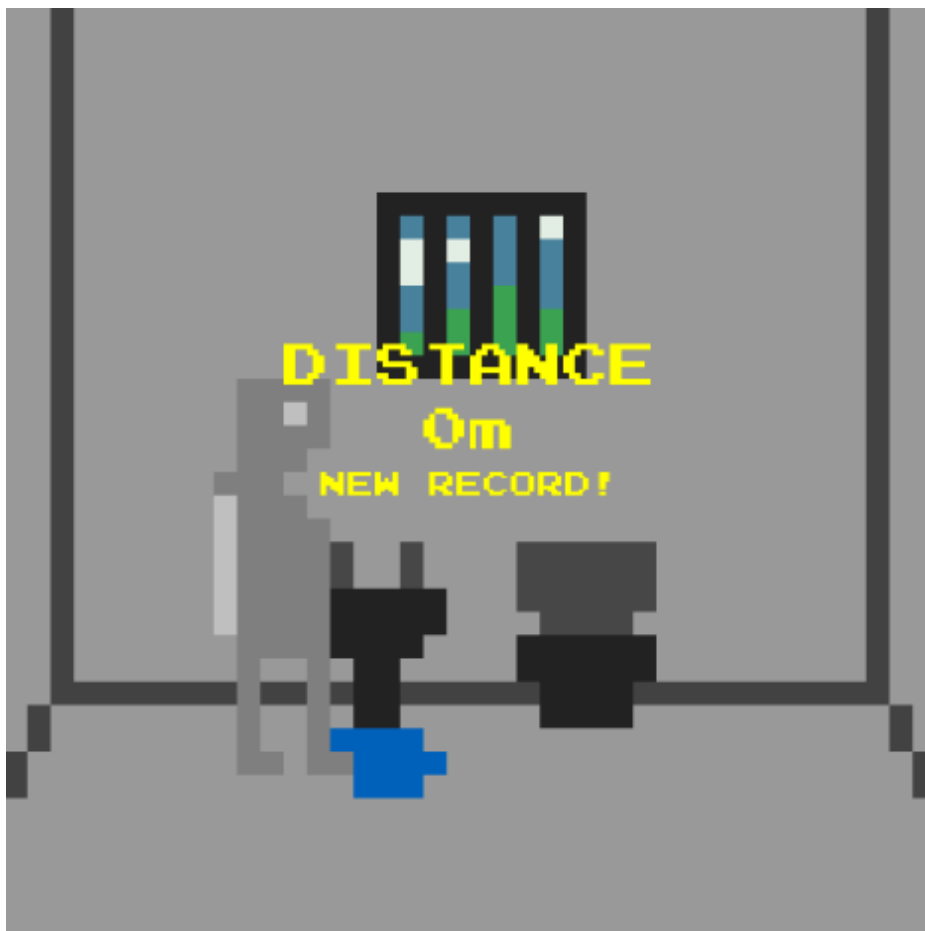
* GRAPHICS: Convert to Atlas to speed up load

- * GRAPHICS: Use compression on PNGs (or atlas) to smallify
- * AUDIO: Remove unused sounds (maybe sub bip for beeps in shot put)
- * CODE: Add stat tracking for the webpage

Thursday, 21 May 2015

18:31

Just hit a "release" point where I've sent it to J+M. There are polish things especially with polishing timings and transitions, but it's hugely close to being "done" I feel. Ready at least to send to Paris people and get a solid feedback prior to finalising it. Wondering about using an atlas for the images to reduce load time. Wondering if you can make phaser.min any minner? Anyway here are a couple of images:



Pleased with the pool of water effect. Rilla's idea. I resisted for a while then succumbed. It solves (I think) the problem of not having a changing statistic for the event - rather, you can try to get as much water on the floor as possible.



Current title screen.



Title screen tinted red because I was messing around with tint as a possibility for different avatars. It worked. I implemented it. Kind of like how "communist" this looks? Ha ha?

Thursday, 21 May 2015

09:57

Today is another day isn't it? Main things remaining are kinds of polish-y bits and pieces, with the idea that I'll send them a build of the game tonight or tomorrow morning. Not clear right now how much work that'll be but it shouldn't be too bad? Ha ha?

To do:

- * ~~Implement tinting by making the avatars grey-scale as per select and storing a tint from the athlete screen~~
- * ~~Update sprint animation to have back-leg/front-leg and same with arms~~
- * ~~Fix the slide in sprint (it'll no doubt be some weird framerate thing?)~~
- * ~~Add other punches to boxing~~
- * ~~Consider design options for a "secondary statistic" that gives you a sense of accomplishment in cases where you can't really do anything (e.g. boxing, swimming)~~
- * ~~Consider design options for swimming in terms of a pool of water or some idea of water displacement involved~~
- * ~~Add punches thrown to stats at the end of boxing~~
- * ~~Clean up stats display at end in Minigame~~
- * ~~Remove "FINISH" from the process~~
- * ~~Update remaining events with statistics handling (swimming, sprint, shot put)~~
- * ~~Add saving stats so people can come back and compete with their records~~
- * ~~Sketch an end screen and send to Babel for thoughts~~
- * ~~Stitch the scenes together for continuity (add a click to continue to Minigame.js)~~
- * ~~Add twitter/facebook links as per Junior Mint~~
- * ~~BUG: Managed to jump -ve distance in high jump!!~~
- * ~~SOUND~~
 - * ~~Title: bars~~
 - * ~~Select: select over, selected~~
 - * ~~Ready/set bips~~
 - * ~~'Whistle' to start and end~~
 - * ~~Sprint: footstep~~
 - * ~~High jump: crouch, jump, land~~
 - * ~~Boxing: punch, (weave?)~~
 - * ~~Shot put: throw, bounce~~
 - * ~~Swimming: splash~~
 - * ~~Game over: select over, selected (same as select)~~

~~* PROBLEM: Including the shot in the shot put animation means it gets tinted -- possible solutions are to accept it or to manually move the actual shot with each animation frame prior to the throw, which is ugly but would work.~~

* TEXT

~~* Move all remaining hard-coded text into JSON~~

* Reflect on the stresses of variable-length texts and where they will be problems

* Instructions have multiline

* Game over explanation is multiline

* Other languages could need multiline? (Avoid?)

* Continue thinking about a helper or two for rendering multiline texts

* INPUT

* Add keyboard commands

* Change backgrounds (moving past window, day night, door wall, variation)

* Add stat tracking for the webpage (check with Sven - provide him with available stats)

Wednesday, 20 May 2015

10:10

Yesterday managed to power through versions of basically every single game in the set. Plus I sent off the various ideas to Babel and got some feedback this morning. They have some push back on a couple of things, and they have a tendency to want the games to be more "fun" than I'm particularly interested in, but mostly it was quite okay in the end.

To do:

~~* Finish basic version of shot put (i.e. put in the walls and bouncing)~~

~~* Add distance calculation to shot put (relative to avatar location)~~

~~* Add multiple attempts to shot put~~

* Add multiple attempts to high jump

* Fix UI of multiple attempts for shot put

- * ~~Change high jump and make the actual jump a physics thing instead of an animation (to moderate height more carefully), make knee flex a loop that determines jump height, make the flex period continuous (not frame based)~~
- * ~~Make the flex periods in shot put continuous instead of frame based~~
- * ~~Make sprint faster~~
- * ~~Sketch a title screen~~
- * ~~Make the title screen real~~
- * ~~Put together an "athlete select" screen~~

- * Implement tinting by making the avatars grey-scale as per select and storing a tint from the athlete screen
- * Add other punches to boxing
- * Consider design options for swimming in terms of a pool of water or some idea of water displacement involved
- * Consider design options for a "secondary" statistic that gives you a sense of accomplishment in cases where you can't really do anything (e.g. boxing, swimming)
- * Sketch an end screen and send to Babel for thoughts
- * Add sounds to all games
- * Stitch the scenes together for continuity
- * Add saving stats so people can come back and compete with their records

- * Add stat tracking for the webpage (check with Sven)

Tuesday, 19 May 2015

10:09

Now have the go ahead to continue the "solitary" version of the games so I win everything. Quite interesting, too, that FIDH sent word that toilets are something of a "no no" in terms of representation in the game, or at least in terms of humiliation and badness. I'm not sure yet if that means "don't even show them" or what. Anyway the upshot is that I can now actually make the remaining games and we bring this puppy home...

Thursday, 14 May 2015

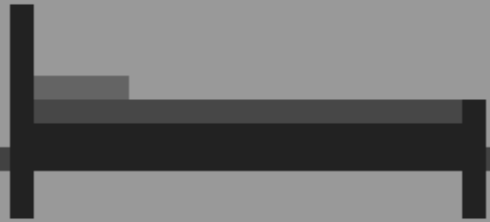
14:14

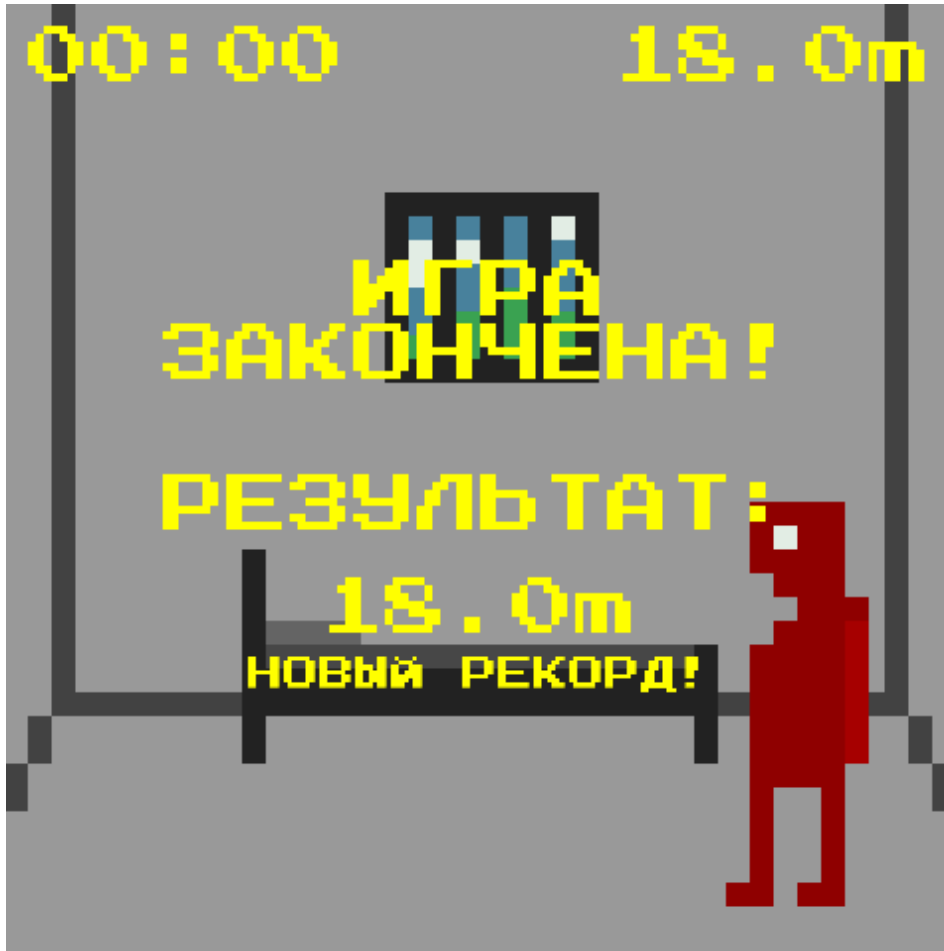
Got the go ahead on the project a couple of days ago although not the full suite (in terms of theme). And have now constructed the sprint game more or less completely (barring sound and polish tweaks). This included implementing JSON files for translation, device-dependent messages, and so on. The Russian looks like this!

00:10

0.0m

быстро
нажмите
спринт





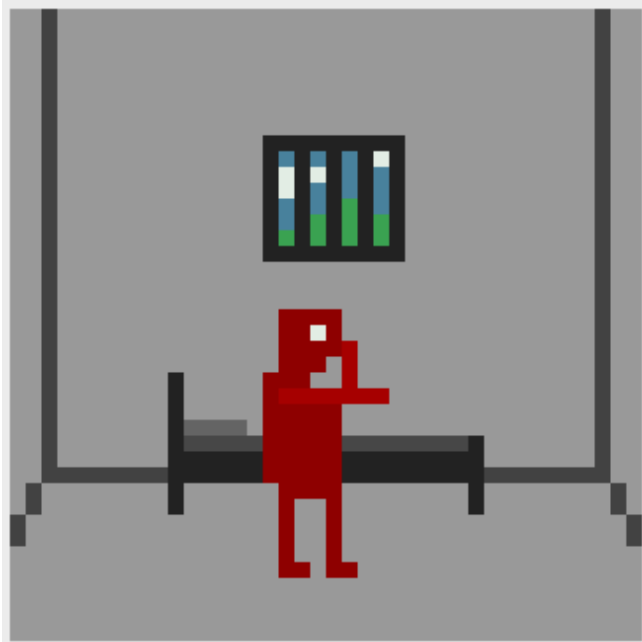
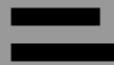
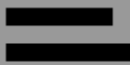
So it's definitely working out pretty well. I plan to send what I have to them once the sound is all worked out basically.

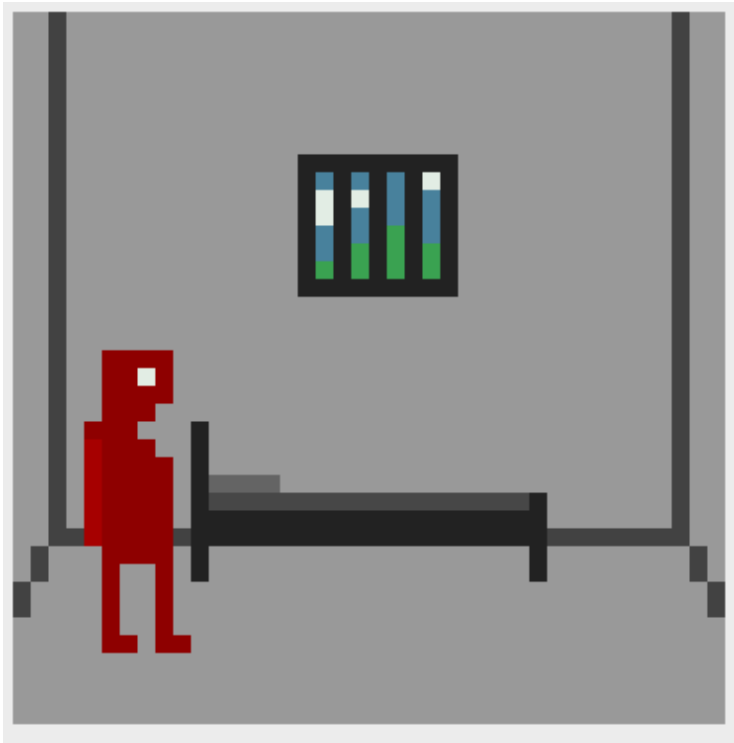
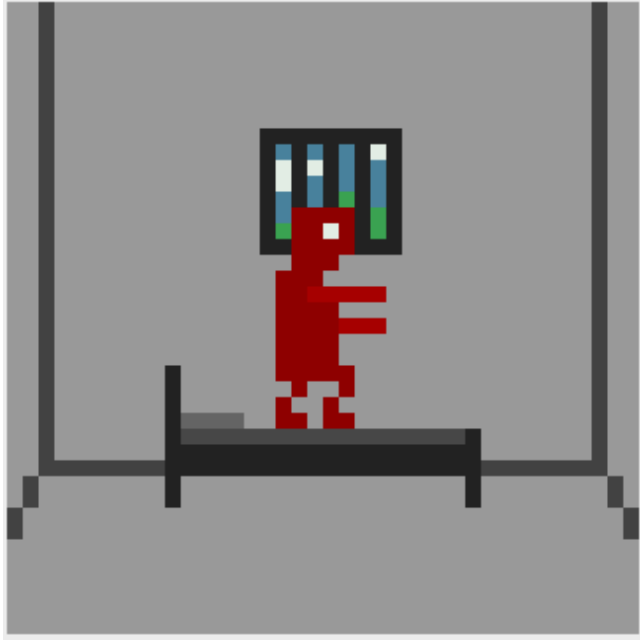
Monday, 11 May 2015

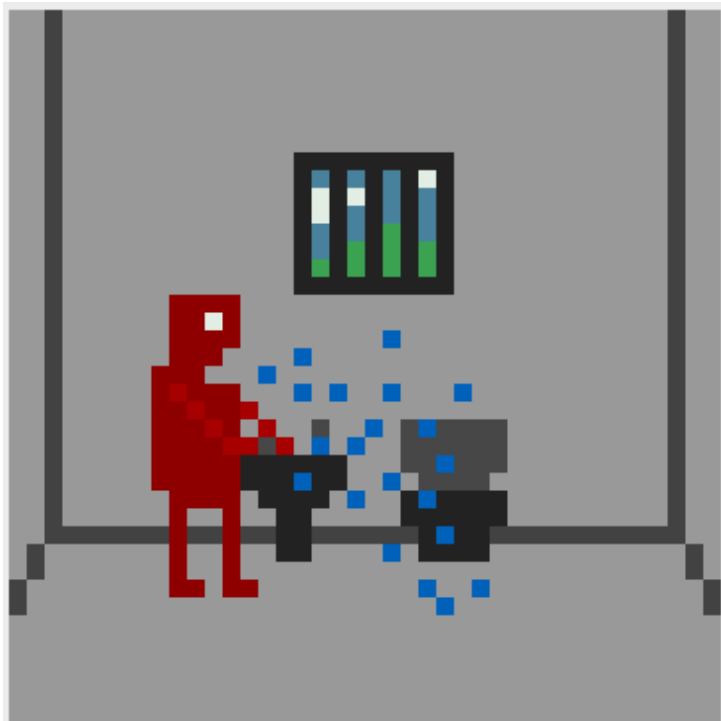
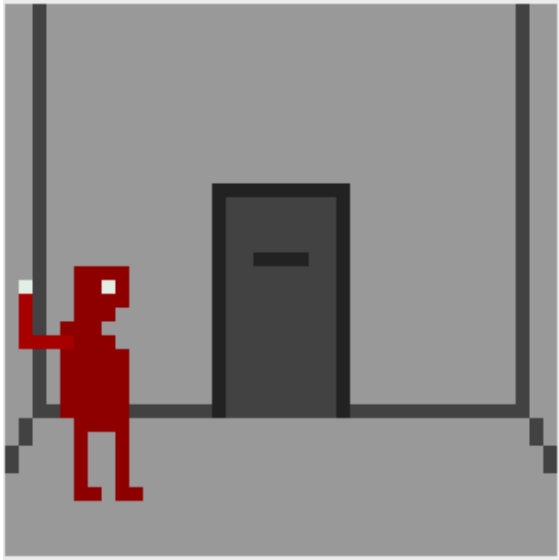
12:35

Still waiting to hear back from Babel about whether or not we're all go. I've drawn some initial sketches of what the various screens can look like (very basic ideas right now, but I might as well paste them in).

BAKU GAMES









Some things to think about right now?

* **Cell aesthetics.** What will be on the walls - are we implying it's always the same person in the same cell? Different people in different cells? How different can the cells look from one another and maintain coherence? Don't want to be doing a weird kind of "cell tourism" really. But do what visual distinctiveness. With five sports you also can't just have different walls. Can't always have a window which is good visual interest. Could vary colours, but that prison grey is pretty effective. So there are issues there, although they're pretty flexible in that they're essentially static images that can change around the actual game.

* **DIVs and all that.** Probably would be good if I could work such that the game injects into a DIV on a page and that it simply resizes itself to the maximum (square?) size within that DIV, so that the DIV itself could be used to control the size of the game (making it easier for the webpage people to control the game size for different devices). At the very least it would be good to understand this, even if we ended up going a different route in the end. **I think I've actually managed this one rather**

smartly! I seem to have a game that will fill a DIV and resize on DIV resize so you always see the whole game. Including mobile! Good job, me!

* **Language.** Need to think about the relationship of language (notably instructions) to the visuals. The biggest problem right now is the shotput. The guy is clearly not holding a shotput ball thing, it's a piece of paper, but it's just a pixel, so people probably can't tell that that's what it is. But if we say "touch and hold to begin throwing the ball of paper" kind of thing we kill the joke a little bit? Maybe not? "Paper ball". Maybe it's fine because the absurdity is already there, and it will come immediately after a title screen saying "SHOT PUT" so the joke would be active already? Don't quite know. Requires thought anyway.

* **Animation.** Some probably issues with clarity (and granularity) of animations. Notably when we need animations to depict a "usability" thing like "how strong this throw will be". With the pixel count I have here they can't really be all that smooth. So there would have to be further gradations "behind" the animation that aren't explicit represented. I guess that's okay, but that will be a thing - just the thing of clean animation versus wanting to communicate an idea of interaction.

* **Ending sports.** Should all the events just be timed (to 10 seconds)? It probably makes the most sense. And some kind of a summary screen at the end of each one that scores you. So you could have "BEST THROW: 2 METERS" and "FINAL SCORE: 0 POINTS" (Trampoline) and "RESULT: NO DECISION" and on and on.

* **Character selection?** Should you be able to choose your athlete? It would be a nice piece of choice for the player, but it also introduces an element of complexity. Another option would be that you get assigned an athlete (maybe a random selection screen than flashes over them and settles. But really it's STILL TOO COMPLEX? But we also want to probably say "this isn't just a generic "criminal""? So it may be wise to identify the person you 'are'...

Wednesday, 6 May 2015

21:27

Post Meeting with Babel

- * Thoughts about Facebook integration (but they seem pretty fine with push-back on what I can actually provide, which is the game itself)
- * Idea that they would like me to reach out to journalists for coverage in the games press
- * Questions of hosting sounds like they will sort it out ("worst case scenario" is just a separate page which we can completely control)
- * Idea of SHARE and SCORE buttons at the end of the game doing what you would expect
- * TIME: Basically as fast as humanly possible. Baku Games kick off June 12th, but as early as possible before that
- * Budget of the project is €8,000, they want an invoice/quote so they can get their systems moving

Wednesday, 6 May 2015

20:24

Meeting with Agence Babel tonight. Things to cover:

- * The design of the game
 - * Duration is an issue (we want people to finish and get to the petition/message)
 - * 5 mini-games might be about right if they are of short duration
 - * All games designed with touch in mind, so variations on "tap", tap fast, tap at the right time
 - * Simply pixel graphics + animation + sound (e.g. Ancient Greek Punishment but with sports)
 - * Question of fidelity/representation - concerns about representation of a cell, a cell in Azerbaijan?
 - * Different cells? Distinguishing male and female inmates?
- * Current thoughts:
 - * In all cases the idea is emphasise a sense of futility caused by imprisonment, of course
 - * It can/will be funny, but shouldn't just be laughing at the character, but rather feeling the absurdity
 - * **100m sprint** (as per the image - rapid tapping causes the figure to run across the cell,

then turn back and run the other way. Could use the two sides of the screen.)

- * Distance travelled perhaps or a timer or a "placing"
- * **Boxing** - just shadow boxing in the cell, can't actually affect anything as no opponent, tap to punch
 - * "Punches landed" statistic that doesn't go up
- * **Trampoline** - Just jumps when you tap. Jump on your bed.
- * **Swimming** - splashing water in the sink, tap to splash
 - * A timer and a placing?
- * **Shotput/Javelin/Discus** - throw it, it hit the opposite wall, distance score

- * **High Jump** - Perhaps tap at the right time to jump as high as possible
 - * 3 tries, a measure of the greatest height?
- * **Canoe Sprint?** - Sitting on the ground pretending to paddle?
- * **Basket ball?** - Throwing a piece of paper into a trashcan across the room?

- * Technical considerations
 - * Hosting
 - * HTML5 injected into a DIV at a specific resolution
 - * Or conceivably that resizes into its DIV I imagine, without being sure -
 - * Connection to petition
 - * My **nonexpertise** and **noninterest** in these things
 - * So I'd want to interface with whoever they have to handle such things
 - * Connection to social media

- * The petition/message
 - * Best not to try to trick people
 - * What is the key outcome: awareness of the issue or the petition or both? Click through is tough.

- * Timeline
 - * To the extent we stay within above parameters, it **is** something I can move quickly on when given the go.
 - * Main concern for me is making sure what I deliver fits in and works with everything else.

Saturday, 25 April 2015

The major issue involved is unjust imprisonment (and hence silencing) of critics of the Azerbaijani government. So it would make sense if the versions of the game each played on an idea of being imprisoned (rather than more generally "bad disadvantages in this sport"). So not having a sword in fencing doesn't quite make sense (despite being a great image), whereas having your hands tied behind your back in boxing does.

If we think about imprisonment and restriction of movement, what can be done?

- * Put in a room you can't leave (e.g. a prison), including being "behind bars" literally.
- * Having specific part of your body restrained - notably your hands, but also your feet or even head.
- * Versions of the above that involve suspension or attachment to something else (e.g. ball and chain on leg, being hung from shackles, chained to a wall/stake...)
- * There's also the act of being imprisoned in the first place - so one can be pursued by the police for example and arrested and put in jail. (That could be a good ending?)

Note that there's a difference between the gag of "you can't do anything at all" (e.g. Prometheus) versus the gag of "you're being hindered from doing what you want to do to the point of ineffectiveness" versus other option. It would generally be nice if the player had agency, though I think it's fair to have at least one where you can't do "anything" in the sport (such as just being beaten up?) - especially effective if you're having something "done to you" at the same time.

"Not everyone has the freedom to be a good sport about the Baku games" - or something like that at the end.

The sports are:

- * Archery
- * **Athletics (e.g. sprint)**
- * Badminton
- * Basketball 3x3

- * Beach soccer
- * Beach volleyball
- * **Boxing**
- * Canoe Sprint
- * Cycling BMX
- * **Cycling Road**
- * Cycling Mountain Bike
- * **Diving**
- * **Fencing**
- * **Gymnastics (Acrobatic (e.g. rings?), Aerobic, Artistic, Rhythmic)**
- * Judo, Karate, Sambo, Taekwondo
- * Shooting
- * Synchronised Swimming
- * **Swimming**
- * Table Tennis
- * Trampoline
- * Triathlon
- * Volleyball
- * Water Polo
- * **Wrestling**

So as a first pass we could imagine:

Athletics: 100m sprint (or similar)

- * Run along the track only to run into the wall of your cell? Tap tap tap.
- * Run along the track only to be pursued and arrested by the police. (This could open the game.)

Boxing:

- * Are limited such that you're just repeatedly and helplessly punched by your opponent until you lose the round, you might have some token ability to resist or move around, but can't actively box or protect yourself (how would this work for just one touch?)

Cycling:

- * Well this is similar to sprinting of course in one way, if you have free movement.

Diving:

- * I really like the imagery of diving (it has a particular kind of freedom to it)

* Maybe you prepare to dive and then on diving it turns out your shackled to the board and just end up hanging upside down? Is it too comic?

Fencing:

* I liked the idea of having no sword, but this won't really work as a form of restraint/imprisonment...

Gymnastics:

* First thought is something with the rings and being shackled to them

Swimming:

* Could turn out to be attached to the wall, so you swim hard but everyone overtakes you and then the camera moves to show the situation

* Or as they suggested, handcuffed such that you can't stay afloat and sink off the screen

Wrestling:

* I think there's something evocative about being "pinned" in there...

Ideally I think about 5 minigames would do.

One thing would be to have it be a process from arrest through detainment. But I don't know what the stages are (nor how distinct they are)

Another is just that you always have the same problem - that you're handcuffed, say, or chained to a wall. But that could get boring over the games.

There's that fine balance of wanting a sense of "doing something" but also of hopelessness, and the balance of wanting to keep trying even though it's hopeless.

This is all ancient greek punishment of course.

Another weird (well, very different) option would be to set all the sports inside a cell:

Boxing = shadow boxing

Sprint = very limited to back and forth

Gymnastics = perhaps something with the bed or desk or toilet and balancing on it

Trampoline = just jumping up and down on the ground

Swimming = splashing water from the faucet around

Long jump = jumping from one side of the cell to the other

High jump = jumping high into the air and onto the bed (replace trampoline?)

(Not everyone is free to be part of the Baku games. Stop the XYZ.)

Currently I'm more fond of the latter idea (in a cell) because it has a consistency and because it allows for varied interactions. One option would be to have different "athletes" to allow for different cells and cell layouts, to reduce visual boredom? Major point of concern would be whether it trivialises being in jail? But the other option has similar problems and maybe even more uncomfortable versions of them (uncomfortable in the sense of whether it's something "we" want to represent, not in the sense of appropriately making an audience uncomfortable).