Retro Robot

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Basic Gameplay

Players traverse the real space of the PTC, interacting with virtual characters while trying to collect a series of virtual items and reach a specific physical and virtual location. Various virtual obstacles such as Monkeys and a roaming Booze Cloud present challenges to the completion of these tasks. In addition, players can interfere with or aid one another.

Game Space

The physical space of the game is divided into several virtual locations. The movement of players is tracked through those locations. The range of actions available to a player is dependent on that player's location and the proximity of other players and game elements.

Game Elements

Food - A piece of Food can be given to a Robo-Monkey to prevent it from stealing an item.

Dimensional Separator Device (DSD) - Collecting the four pieces of the DSD is one requirement for winning.

Thieving Devices - A Thieving Device can be placed on a location and it will steal an item from the next person to enter the location. That item will be immediately be delivered to the player that set the Device.

Monkey Beacons - A Monkey Beacon can be placed in a location or on another player. The Monkeys will gravitate towards the Beacon until one of them reaches it, at which point it will be deactivated.

Monkeys - The Monkeys move through the locations of the game at random, stealing items from players that they come in contact with. A Monkey will steal an item at random from a player's inventory and place it in a random place in the space, though a completed DSD will not be stolen. As noted above, Monkeys can be bribed with a piece of food to prevent them from stealing.

Booze Cloud - The Booze Cloud moves from location to location in the

game space at a constant speed. Players caught in the Booze Cloud give up all the items in their inventory and receive an equal number of random items in return. A completed DSD is not affected by the Booze Cloud. There is no protection from the Booze Cloud.

Game Mechanics

Scanning an area - In order to find items, players must move to a location and scan, using the MARTINI System (see below). After a few seconds of scanning, the System will notify the player if it found anything and offer the player the chance to pick up an item (if one is found). MARTINI can only find one item in a location for each scan even if there are many available.

Collecting items - Players have room to carry one each of the components of the Dimensional Separator Device (4 specific items) and can carry 4 additional items of any type. This second set of spaces will be referred to as free spaces. For instance, a player may have parts A and B of the DSD, as well as two pieces of Food and a Monkey Beacon. When this player comes across another part A of the DSD, he may pick it up but it must occupy one of the free spaces in the inventory, thus filling the player's free spaces. If that same player found a part C of the DSD, he could pick it up without filling a free space.

Trading - When two players occupy the same location they can trade items if they desire. The trade can be agreed upon verbally and then executed through the MARTINI interface.

Using Thieving Devices - The Thieving Device can be played in any location, though the player must be in the location at the time the device is played. The Device continues to take up a space in the player's inventory, even after it is played. When another player enters that location, the Device randomly picks one item from that player's inventory and replaces itself in the Device owner's inventory with the stolen item.

Using Monkey Beacons - The Monkey Beacon can be played on a location or on another player. To play the Beacon on a location, the player must be present in that location. To play the Beacon on another player, both players must occupy the same location. The Monkeys will abandon their random paths to take the shortest route to the Beacon. When one Monkey has reached the Beacon, it will be deactivated and the Monkeys will resume their random routes.

Item Allocation – Initially, items are evenly distributed throughout the board. As the game develops and items are picked up, lost and used, various spaces can become empty while others will have extra pieces.

Player Tools

The MARTINI System - The MARTINI System is the software package

that provides the player's window into the virtual world that is overlaid onto the physical world. It provides a user interface through which the player can see what virtual items they are carrying and otherwise interact with the virtual aspects of the game. The interface is both visual and auditory.

Technology

Ekahau - The Ekahau Positioning Engine is the tracking technology that relays physical position to the server.

Server/Client System - The central server collects position data from the Ekahau Engine and keeps track of the position of all players as well as the position of all virtual elements. The central server contains the game logic and is in charge of making the appropriate actions available to the players. This information is relayed to the client which is running the MARTINI interface.

iWARTO - The Interactive Wireless Augmented Reality Trackable Object (iWARTO) is the technological framework upon which the MARTINI game element is built. In this case, iWARTO is implemented as a laptop on a cart, though in the future it could be a PDA or Tablet PC. This laptop is equipped with a wi-fi card and is running Ekahau client software as well as the player interface which communicates game actions to and from the server.

Backstory

Between the dimensions exists the planet Retropolis, and on this planet is one building, also called Retropolis, the land where robots go when they become outdated. In this paradise, these robots have only one responsibility, to maintain the machinery of the universe.

However, from deep across all matter, a single jazzy beat began to permeate Retropolis, gradually infecting the robots with the sedentary "Lounge Virus." Necessary functions such as "Save" and "Defragment", were transformed into "Groove" and "Dig It." An accident that may or may not have involved the spilling of a cocktail on the vital machinery of the universe caused the Dimensional Separator Device to explode. Now, the machinery is in shambles, and the dimensions of Man, Machine and Monkey have started merging into one!!!

As it turns out, two floors of our building map pretty closely onto two floors of Retropolis. Each player must take inter-dimensional control of a Robot from Retropolis. Now present in two dimensions, the players must navigate through both dimensions at once to collect the pieces of the shattered Dimensional Separator and repel the virus.

Be warned: the inhabitants of Retropolis have quickly adopted the lounge lifestyle,

outfitting their building with a Tiki bar, a restaurant, bathrooms, a pool, a jungle and many other spaces.

Don't forget to watch out for Monkeys!!!

Style and Theming

As the title suggests, Retro Robot is highly themed with retro-styled goodness. Every aspect of the game, from story and visuals to sounds and music, is themed to match a 60s era lounge aesthetic. The music is influenced by Dick Hyman, and is a mixture of electro and lounge. The space is aurally painted with both the non-diegetic music, and the diegetic sounds of conversation, room atmosphere, Booze Cloud, and monkeys.