

IPRO 306

Wheelchair Basketball Computer Game

Project Background

- Fall 2002 : To create a rudimentary interface of the game
 - Summer 2003 : To gauge the market potential of the game and the steps needed to fully develop the product
 - Summer 2004 : To produce a report containing background information & analysis that can be put to use directly and immediately in the Fall 2004 Avoidatrak IPRO.
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Organization

- Explanation of WBB
 - Competitive Leagues
 - What to incorporate in the game?
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NWBA

(National Wheelchair Basketball Association)

- ❑ Governing body for WBB
 - ❑ Oldest such organization in the nation
 - ❑ Organizes grass roots development programs
 - ❑ Selection, training and fielding of the national team
 - ❑ 185 teams in 6 different divisions compete under the NWBA
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IWBF

(International Wheelchair Basketball Federation)

- ❑ Establish rules, handbook, specifications for facilities & equipment, internal regulations
 - ❑ Establish standards for training of referees, commissioners and examiners
 - ❑ Raise funds, collect fees and accept contributions and subsidies
 - ❑ Implement an organized marketing program that involves communication, public relations and demonstration events
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Competitive Leagues

Four different zones depending on location

- ❑ Afro-Arab Zone
 - ❑ Americas Zone
 - ❑ Asia-Oceania Zone
 - ❑ Euro Zone
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What to incorporate?

- Which leagues
 - Players' identification
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Which leagues

- International, why?:
 - Variation in game scenery
 - Variation in appearance
 - Educational Tool
 - International marketability
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Players' Identification

- ❑ Generic cartoon faces, because it would be expensive to acquire rights from IWBF
 - ❑ Co-ed teams which would allow the game to appeal to a wider scope which has always been an underlying goal
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Psychological Aspects

- ❑ Recreational opportunity
 - ❑ Vent for their frustrations
 - ❑ Bonding with teammates
 - ❑ Building self-esteem
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Recommendations

- ❑ Concentrate on the fact that this game is unique and appealing
 - ❑ Continue interaction with the wheelchair basketball players and coach
 - ❑ Recommend that the game be set in the international arena
 - ❑ Usage of both female and male wheelchair basketball players
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Rules

- Times
 - Court and Equipment
 - Game
 - Personal foul
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Player Skills

- Individual skill without the ball
 - Individual skills with the ball
 - Basic offensive skills
 - Basic defensive skills
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Classes and Point Value

- Class1
 - Class2
 - Class3
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Gameplay - Modes of Play

- Training and practice
 - Game introduction via interactive coach.
 - Minor (Novice)
 - Simplistic controls and fully mobile team.
 - Most tasks are automated.
 - Major (Intermediate)
 - Team creation on a balancing system.
 - Strategy and controls become more complex.
 - Professional
 - Complete, realistic controls.
 - Players control team formations.
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Gameplay - Interfaces

- Novice controls
 - Provides a simple and effective introduction to the game by reducing the conceptual requirements of realistic control of a independent-wheel vehicle.
 - Single analog-stick or digital-pad.
 - Only directional control.
 - Simple enough for single handed gameplay.
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Gameplay - Interfaces

- Advanced controls
 - Increased realism to the wheelchair control.
 - Controller has four pressure-sensitive buttons.
 - Buttons manipulate each wheel independently in two directions with varying intensity.

[IMAGE PS2 Control, L1,L2,R1,R2]

Gameplay - Interfaces

- Expert controls
 - Greatest realism from a standard controller.
 - Controller has two analog sticks to provide rotational representation of the wheels.

[IMAGE PS2 Control, two arrows up]

[IMAGE PS2 Control, two arrows opposite]

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Questions?
