

Conditional Design

INTERSECT

Stephanie Skarica

w1618332

Authorship and Interaction 5GPDS001W

University of Westminster Media Art Design Department

# INTERSECT

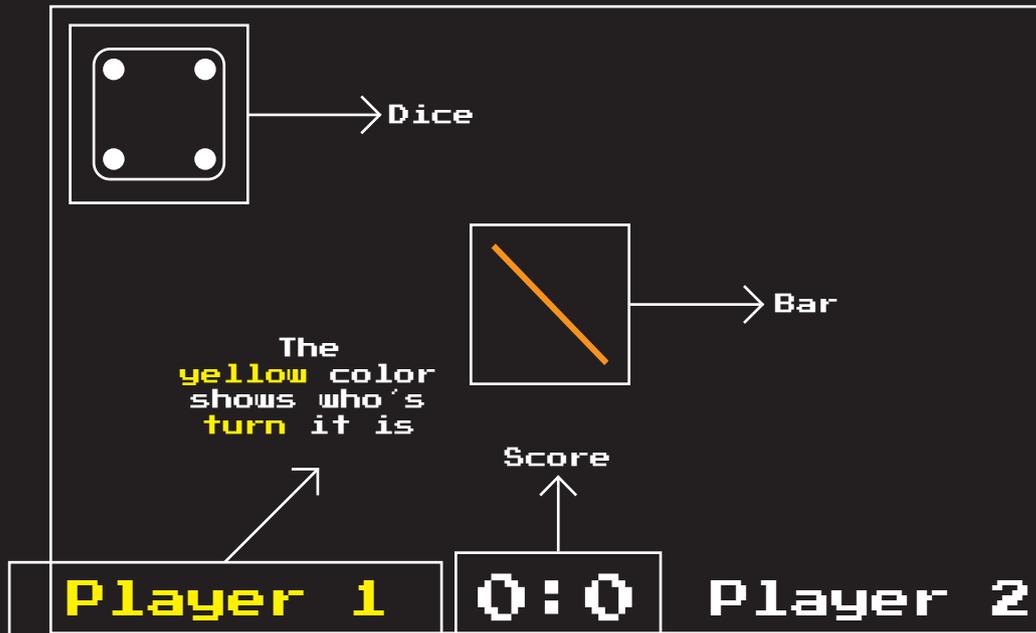
Multiplayer Game

2 Player

1 Dice

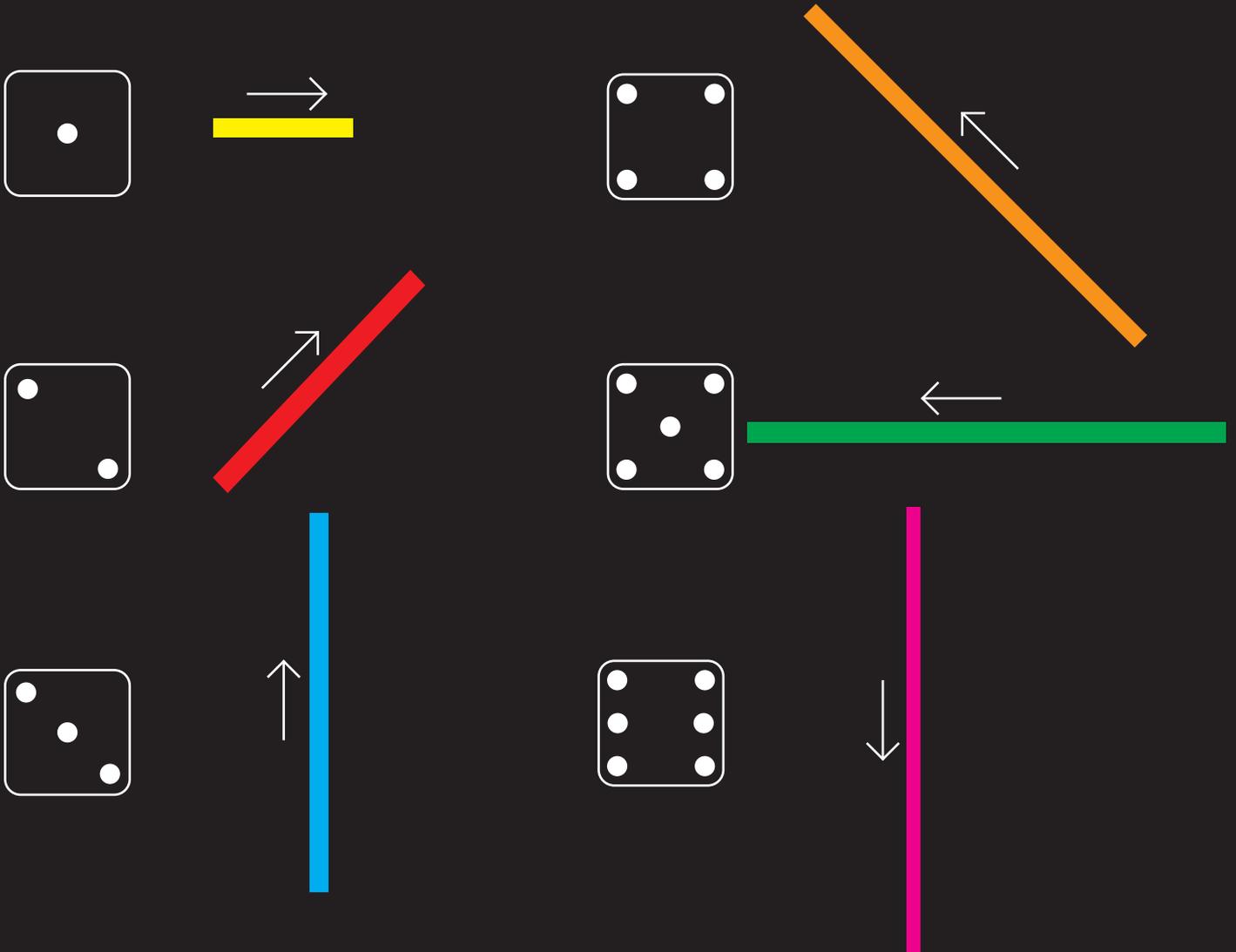
6 Bars

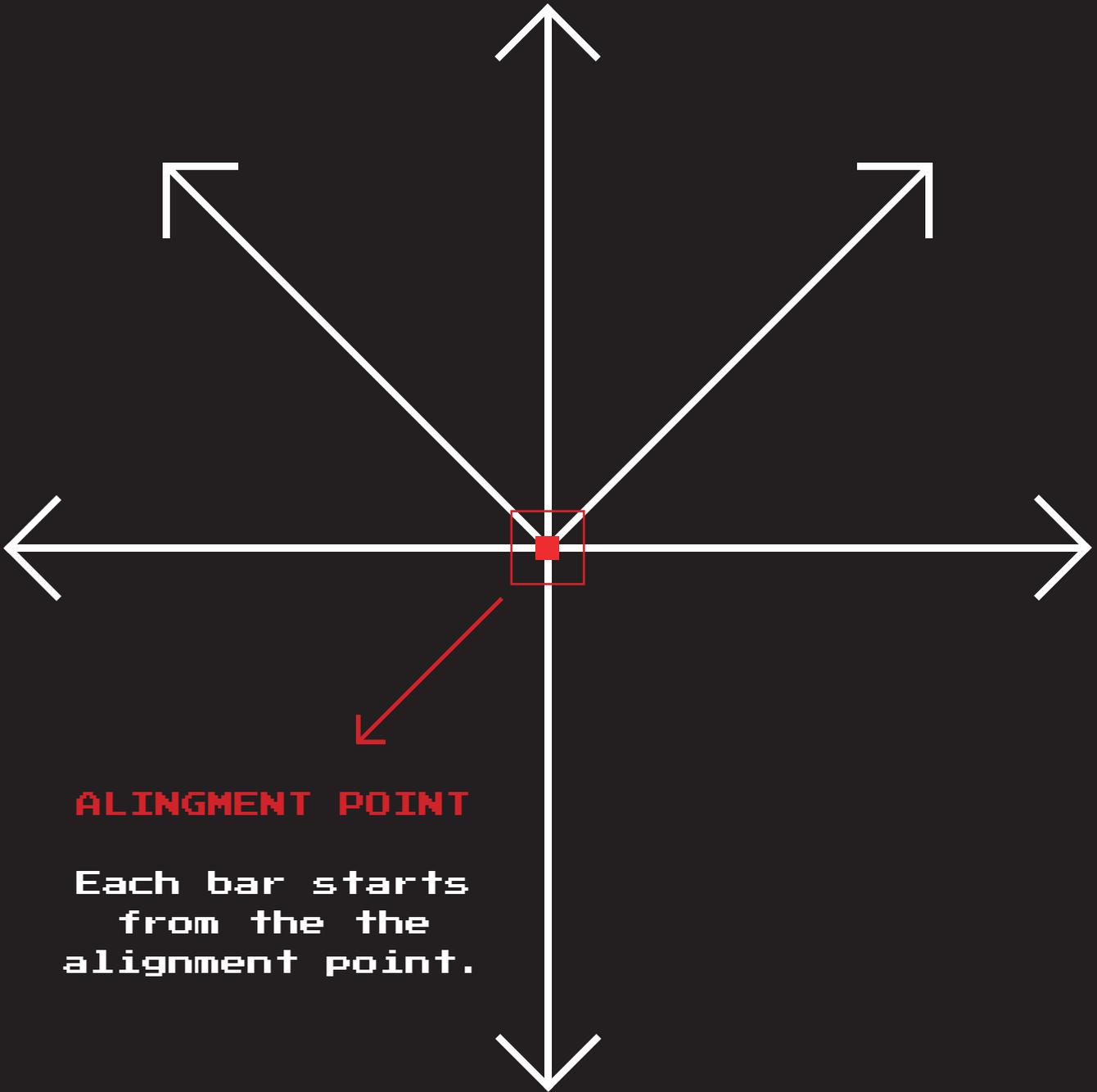
## Interface



# INTERSECT

## Rules



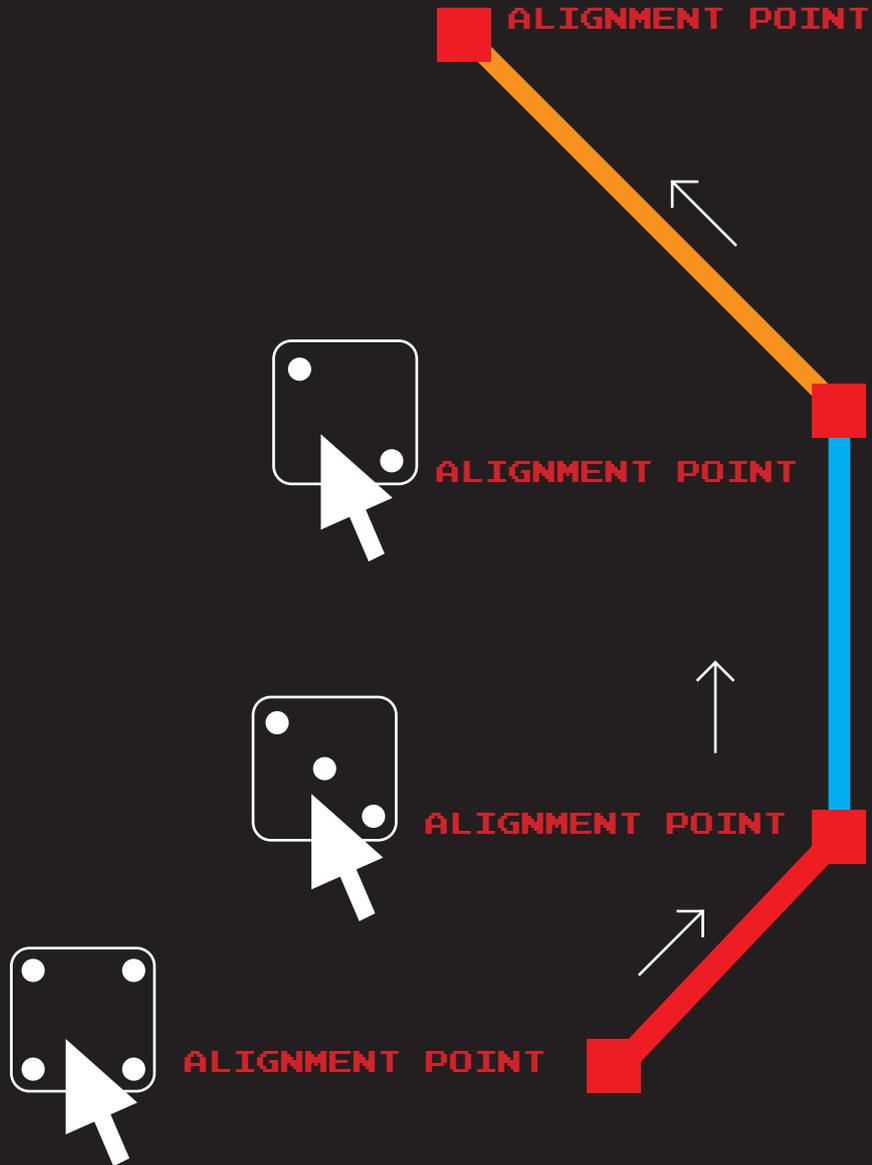


**ALIGNMENT POINT**

Each bar starts  
from the the  
alignment point.

# INTERSECT

If ...

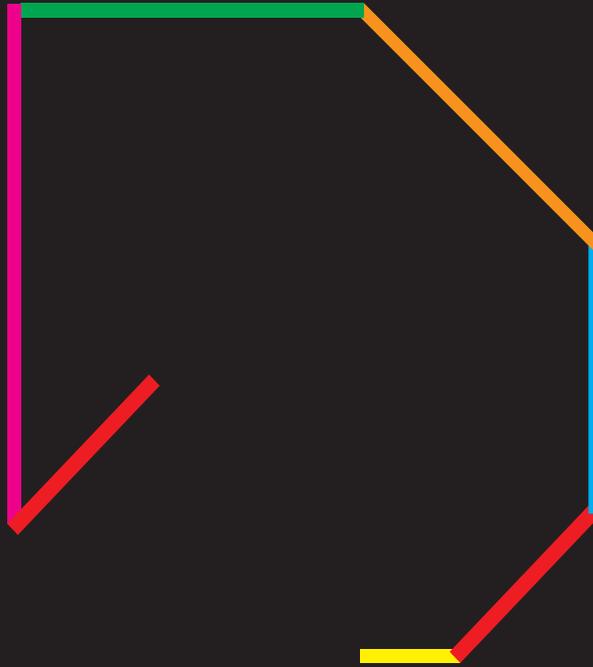


Player 1 starts the game by clicking on the dice. Each dice has it's defined bar.

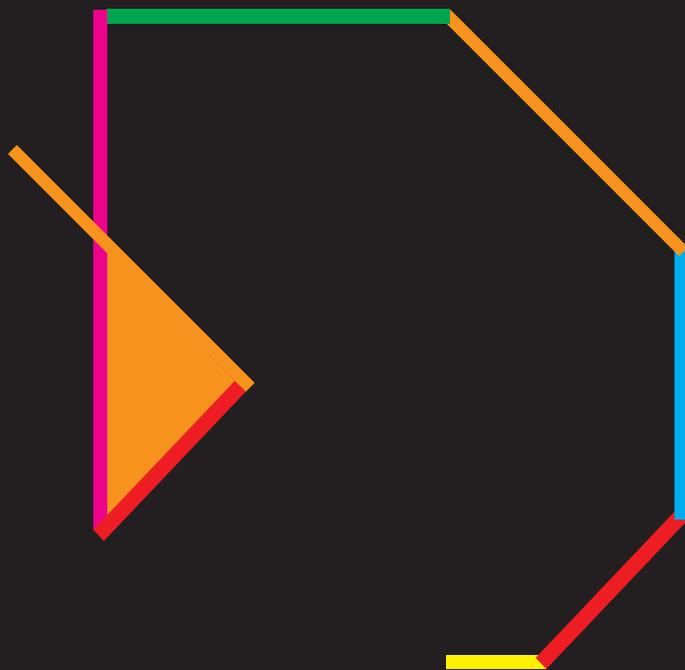
If player 1 rolls , the bar goes 1 factor horizontal to the right. Now it's the second players turn. When he rolls , it means the dice goes two factors diagonal to the right. Every bar will be placed at the end of the first bar played by the previous player. When  is played by player 2, the bar will be placed at the end of the second bar 3 factors up vertical. Now if player 1 rolls the dice and it shows , the bar will be 4 factors long and goes diagonal to the left. As already mentioned, this bar will be placed at the end of the previous bar played by a player. This means that the end point of a bar is the alignment point. Now player 2 clicks on the dice and if  is shown, the bar goes 5 factors long horizontal to the left. When  is played, the bar game puts the 6 factors long bar vertical down.



This is how it should look like if the dices ar thrown  
that way the example shows



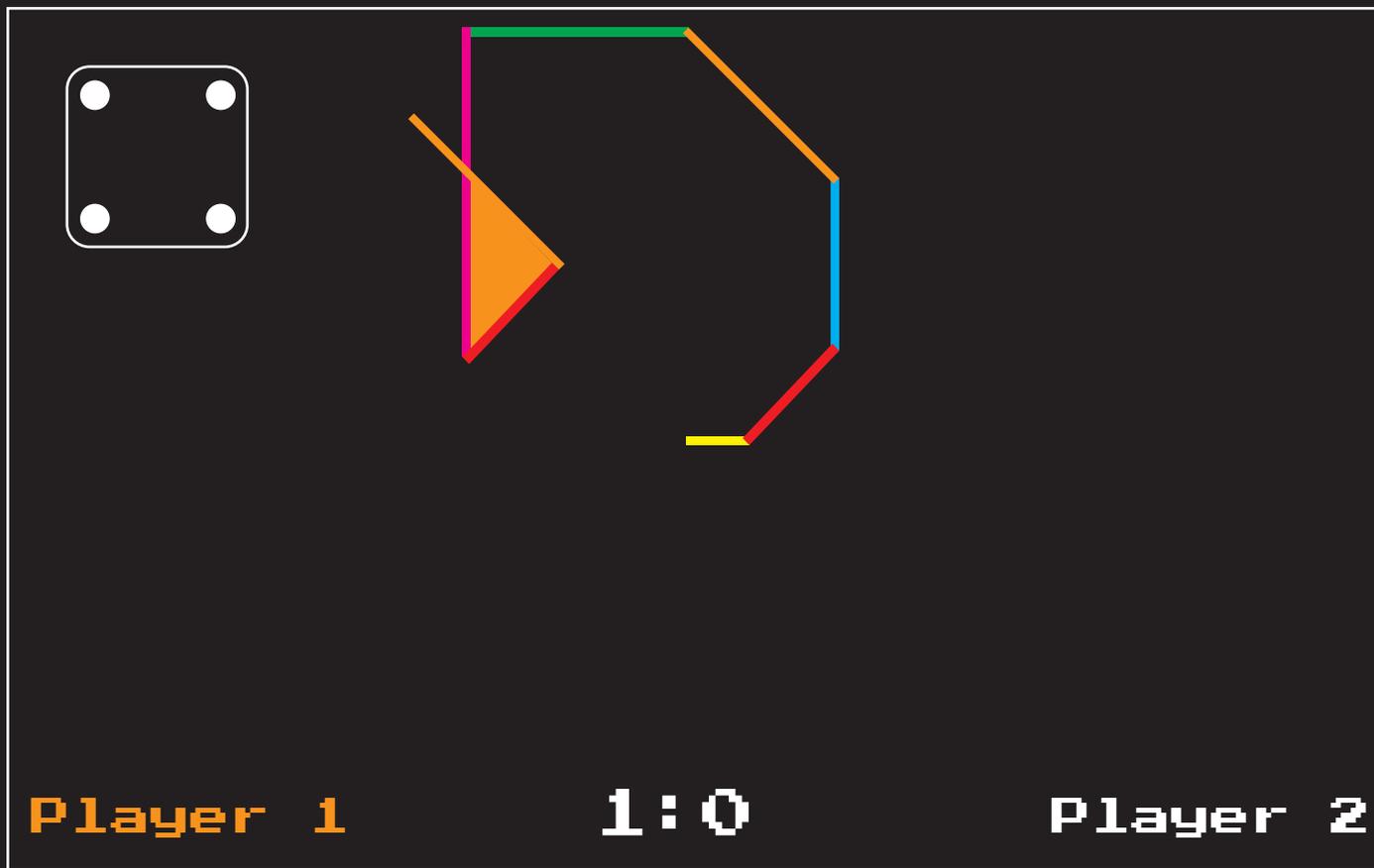
This is how it should look like if a player rolls a  afterwards.



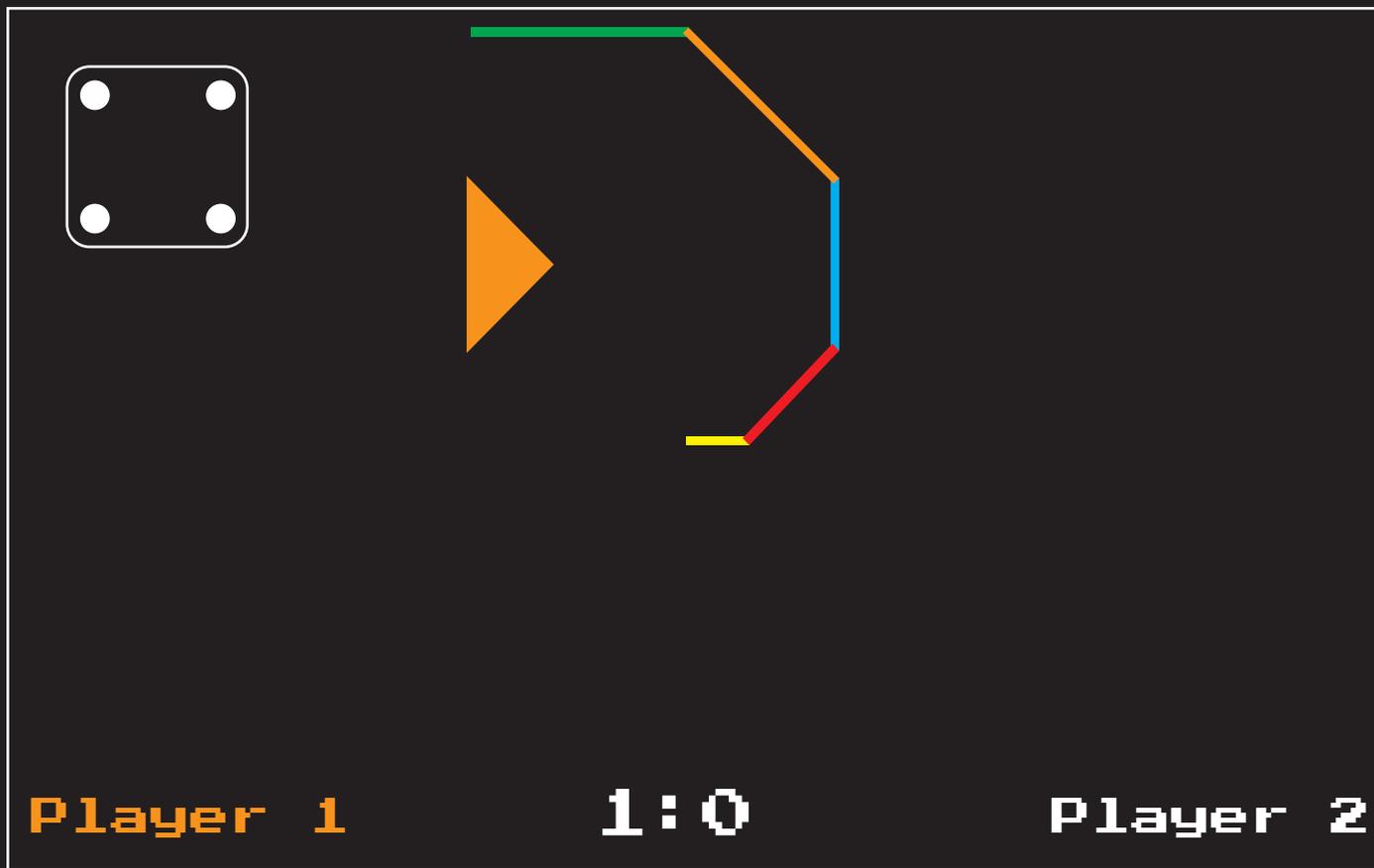
This is how it should look like if a player rolls a  afterwards. This process made a shape, it **INTERSECT!** The player who made this turn gets a point for each intersection.

In this case 1 point = 1 intersection.

Now, the game should look like this. Through the intersection a shape was being formed. Player 1 got the point and this will be shown in an orange color because the last bar placed has the orange color.



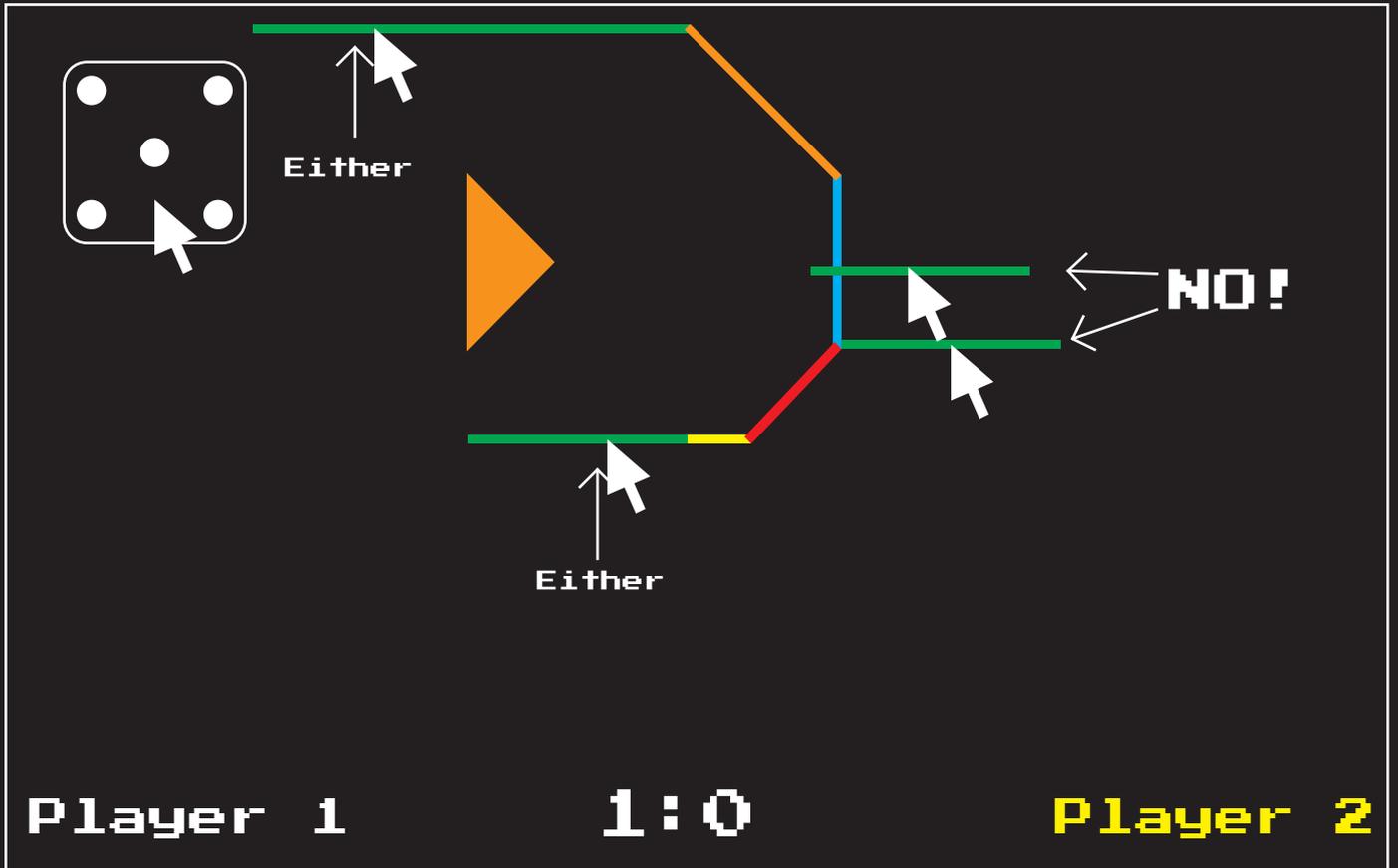
Every bar which lies on the shape dissappears immediately after the intersection. The player gets a point for creating the shape.



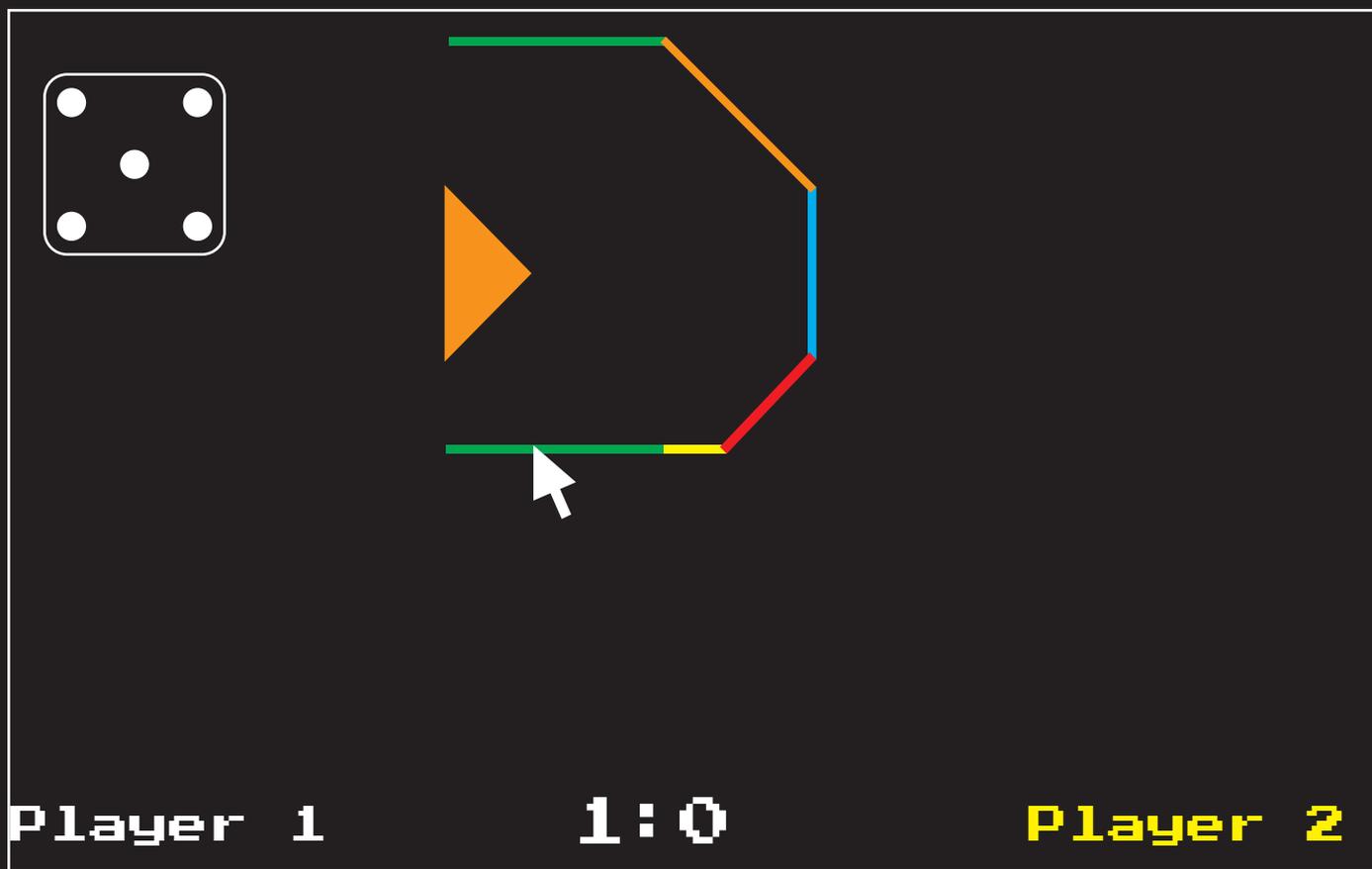
Now it's the player 2's turn which will appear in yellow color.



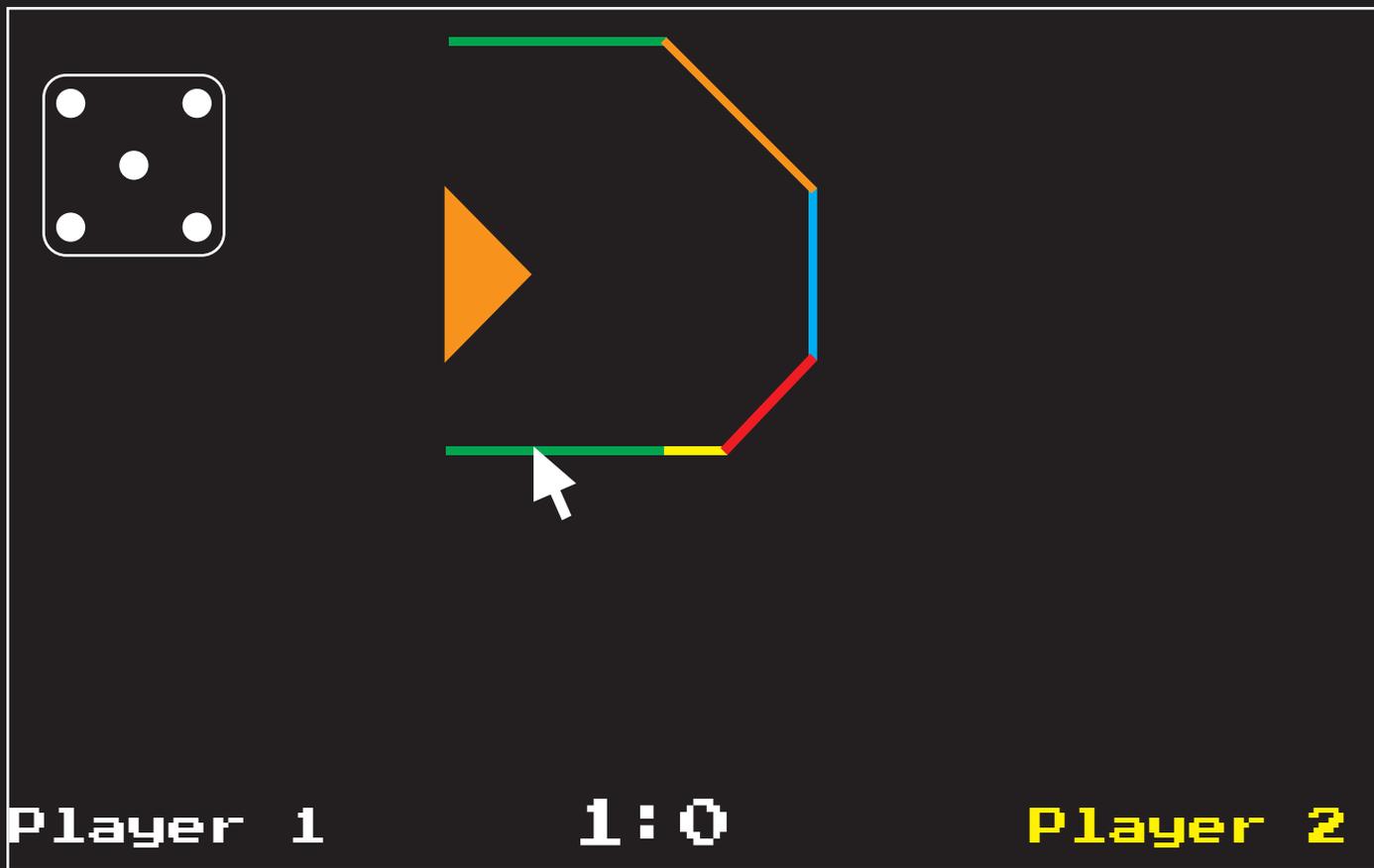
After the intersection was made, player 2 will be clicking on the dice and the player is now allowed to place the dice AT ONE END of any bar. It is NOT allowed to place the bar on a bar. A  was played.



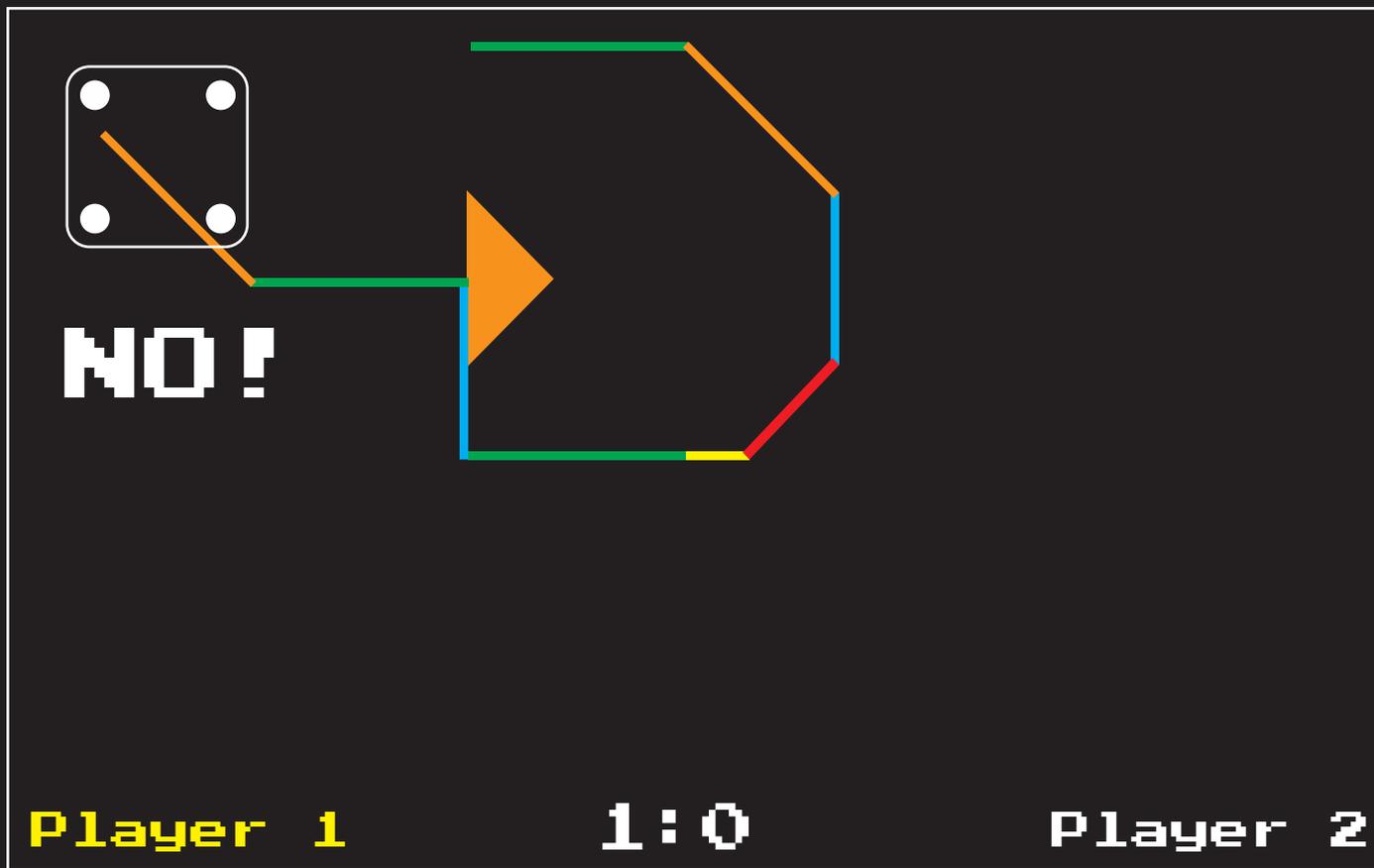
If player 2 was supposed to place the bar at the end of the yellow bar it would look like this:



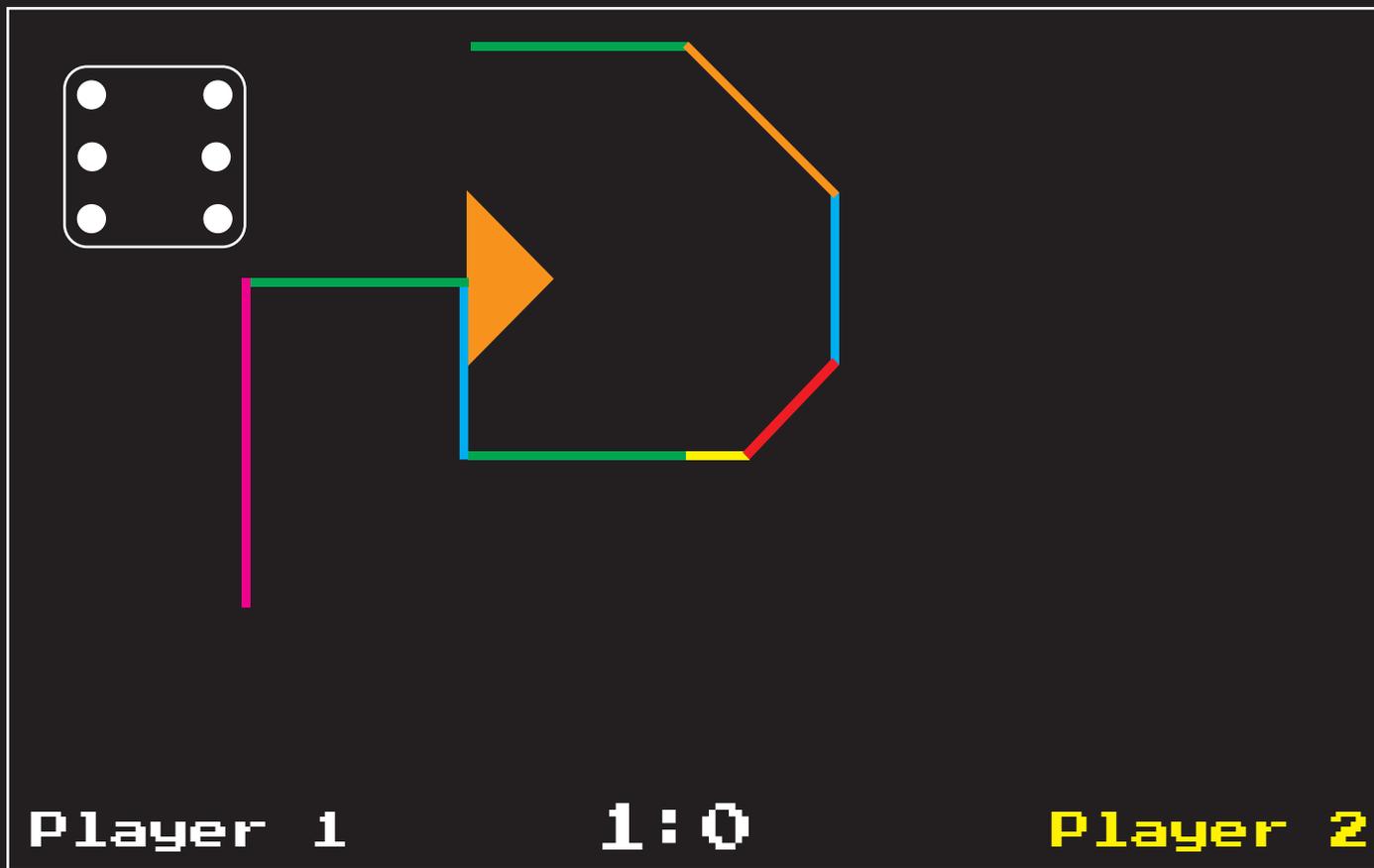
At this time the next round has started. Directly only after a shape was created, the player is free to put the dice somewhere he's allowed to. Now, Player 1 has to rely on the dice and all following bars are automatically placed by the computer.



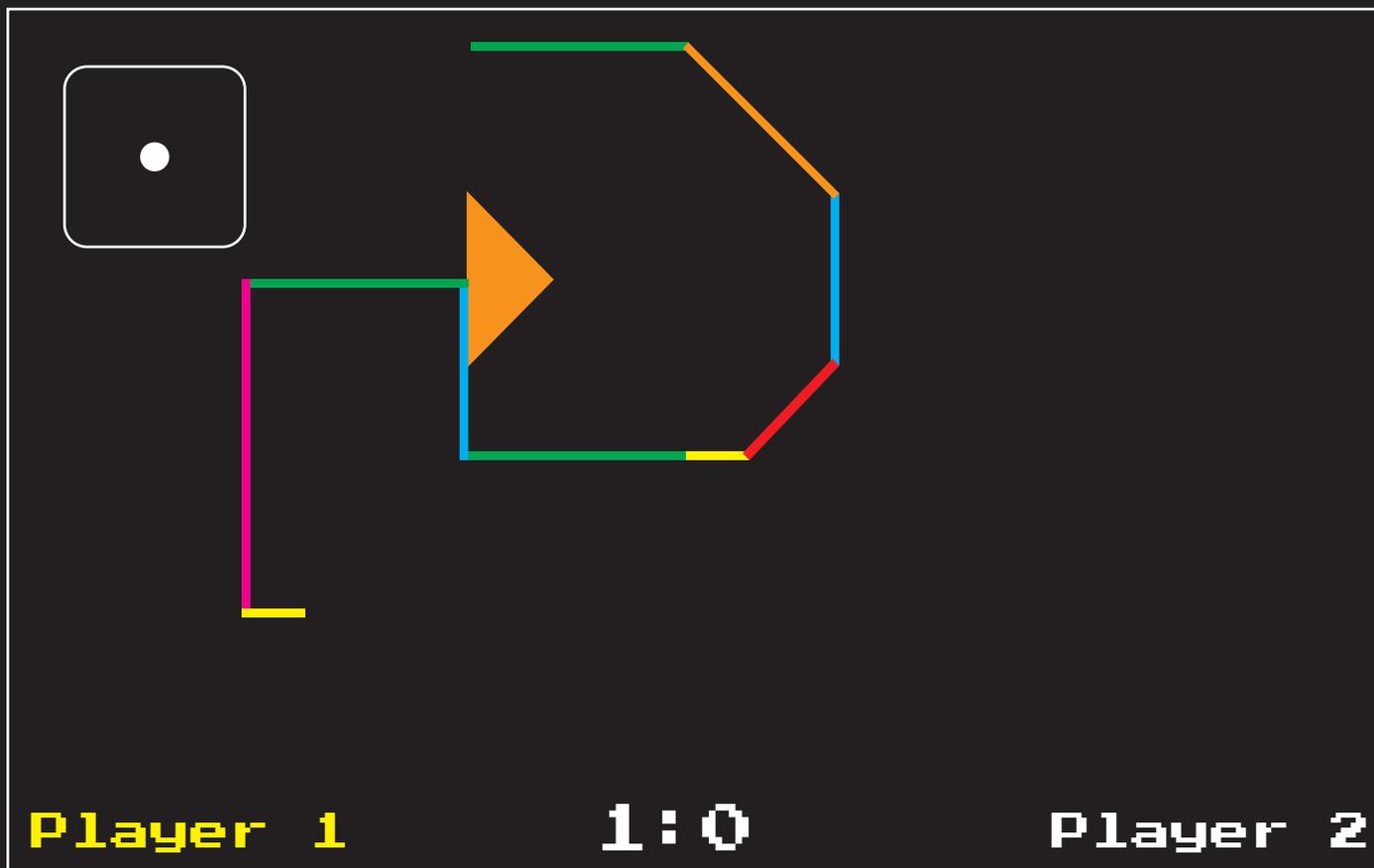
The game continues. But if a player rolls a dice which gets on the dice or exceeds the display format, a **NO!** will be immediately shown and the next player can click on the dice to get another number which will continue the game.



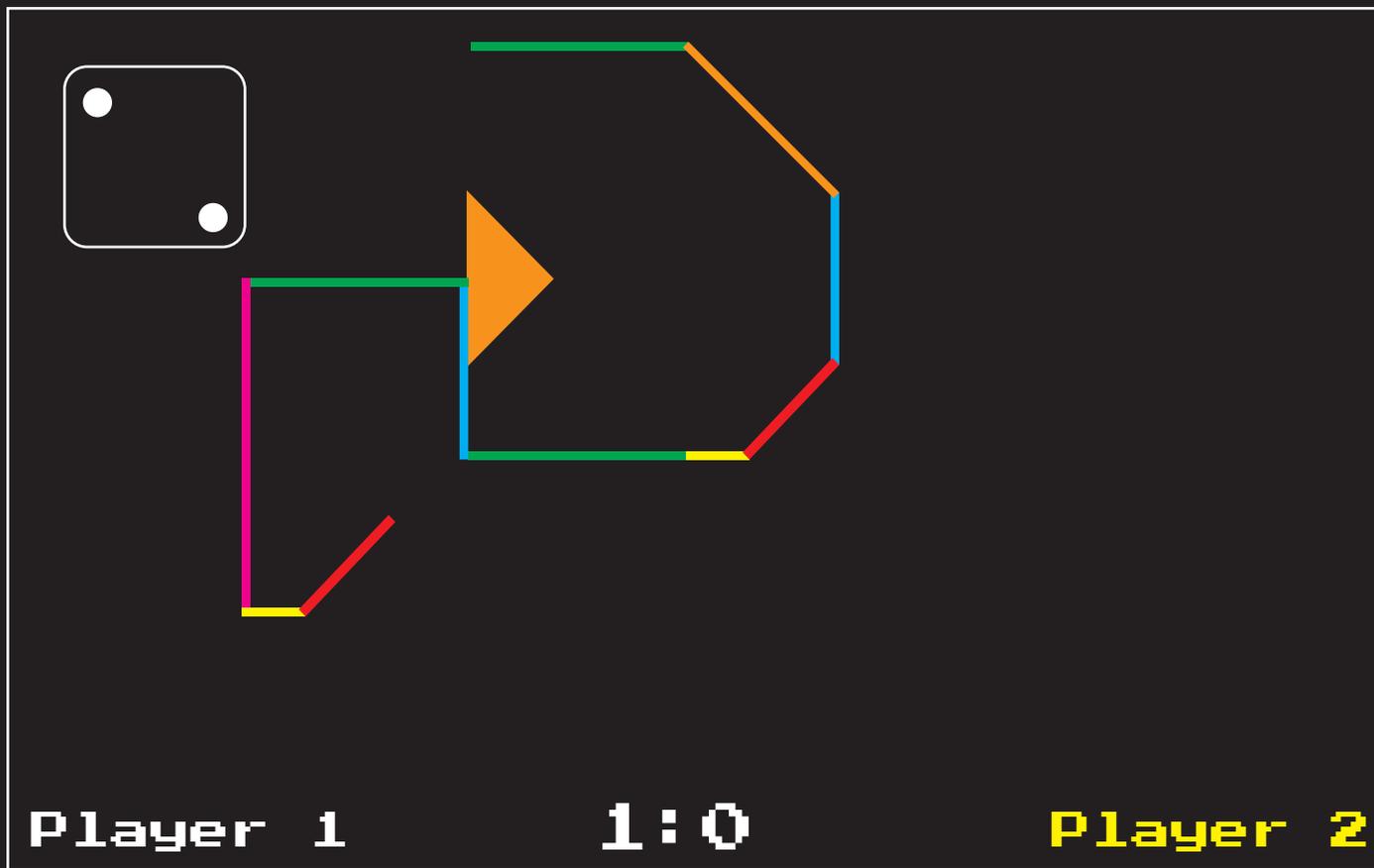
The game continues...



The game continues...

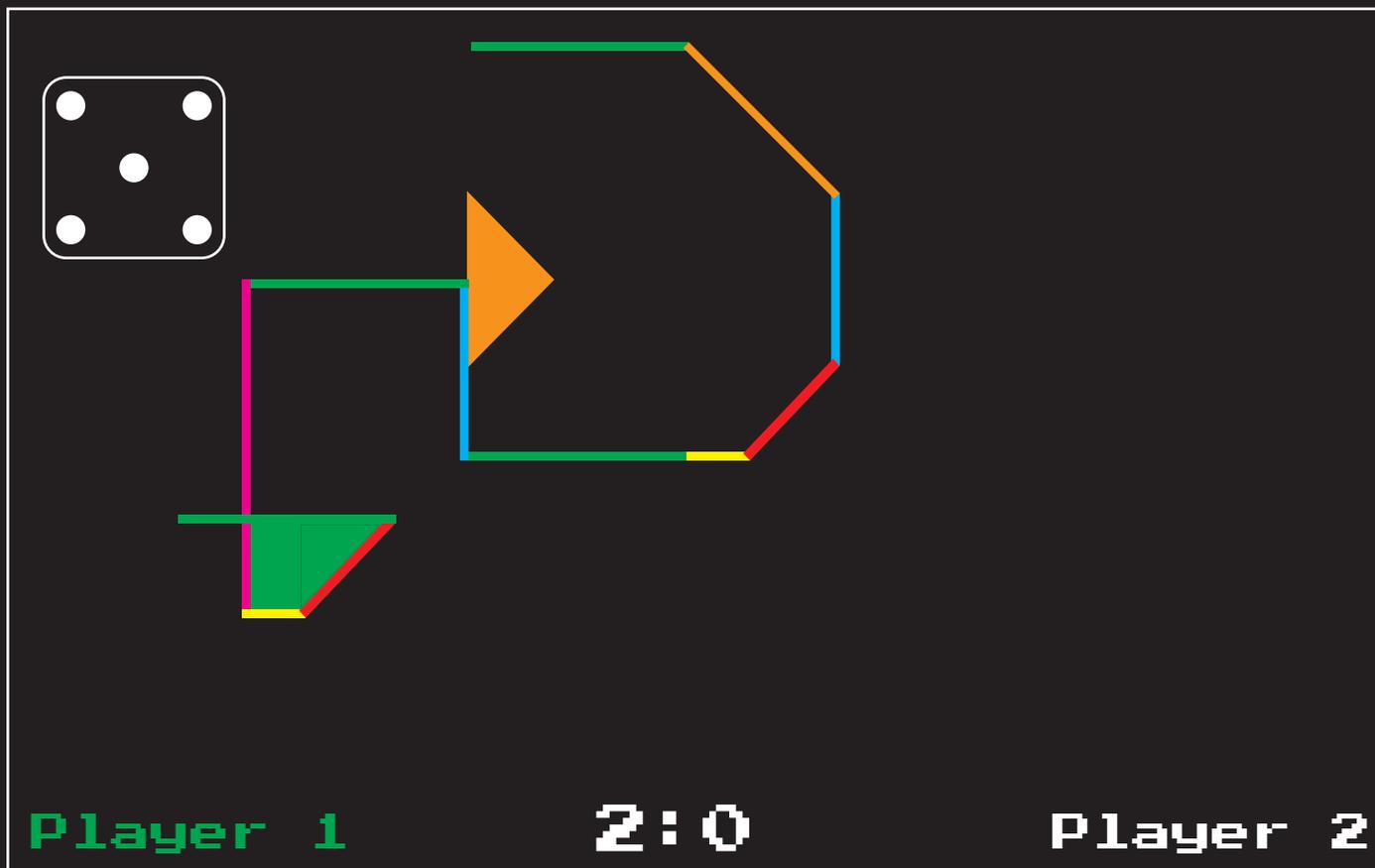


The game continues...



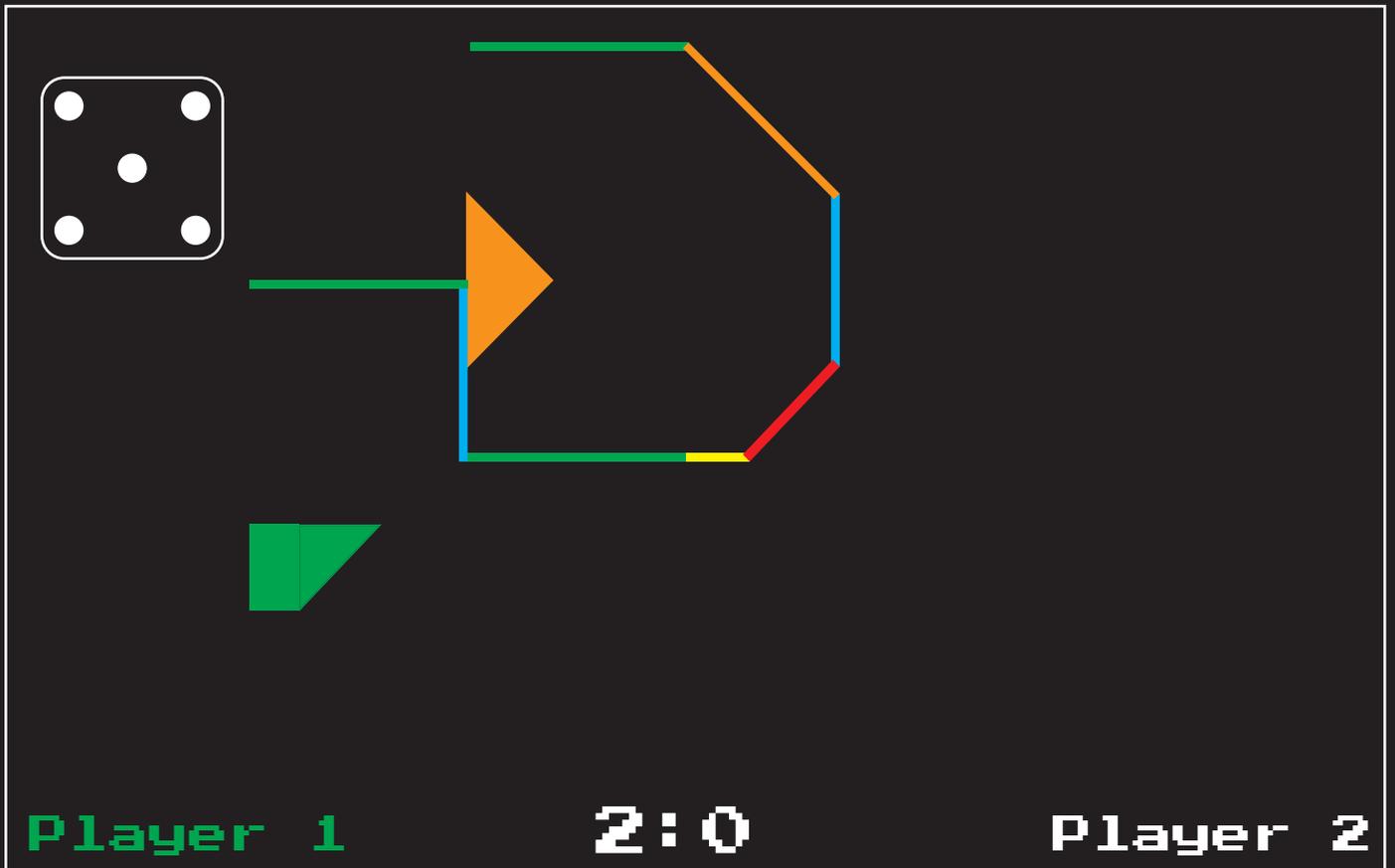
The game continues...

Player 1 got the point!



The game continues...

Player 1 got the point!



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