

Ink Tactics

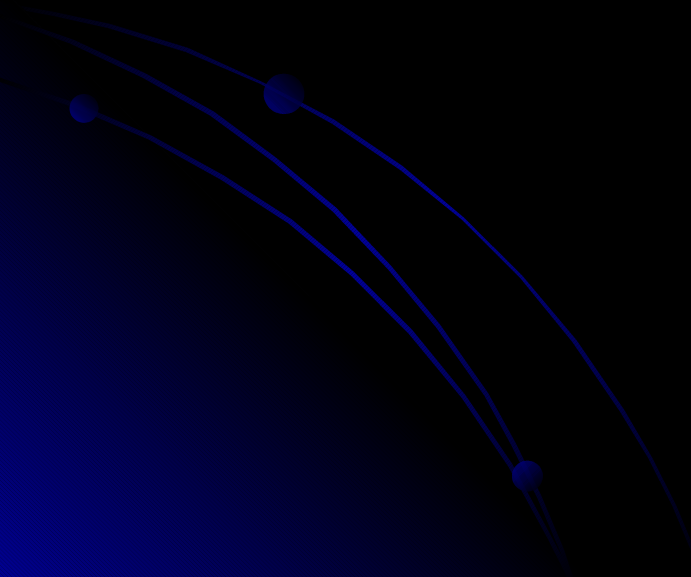
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What is Ink Tactics?

INK TACTICS

BEGIN
TUTORIAL

LOAD
MAP

EPISODE 0: KNEE DEEP IN THE INK

DRAW A CLOSED
LOOP AROUND UNITS
TO GROUP THEM



START AND
END MUST MEET

TAP GROUP (CURSOR
CHANGES) AND
GESTURE A CHECKMARK

TO GO!



DRAW A PATH
FROM GROUP
TO A BUTTON

Screenshots



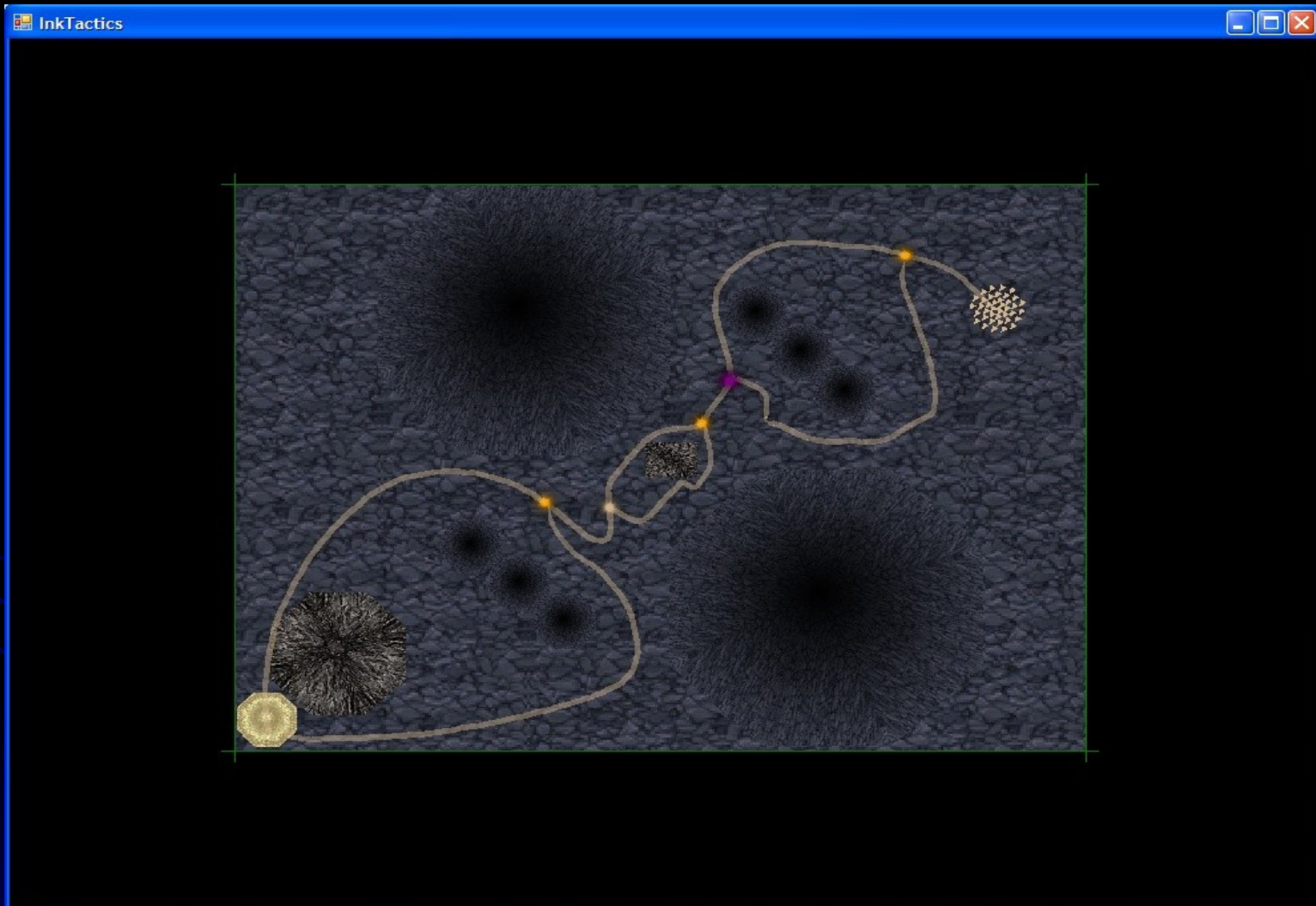
Selecting units and drawing paths to the goal.

Screenshots



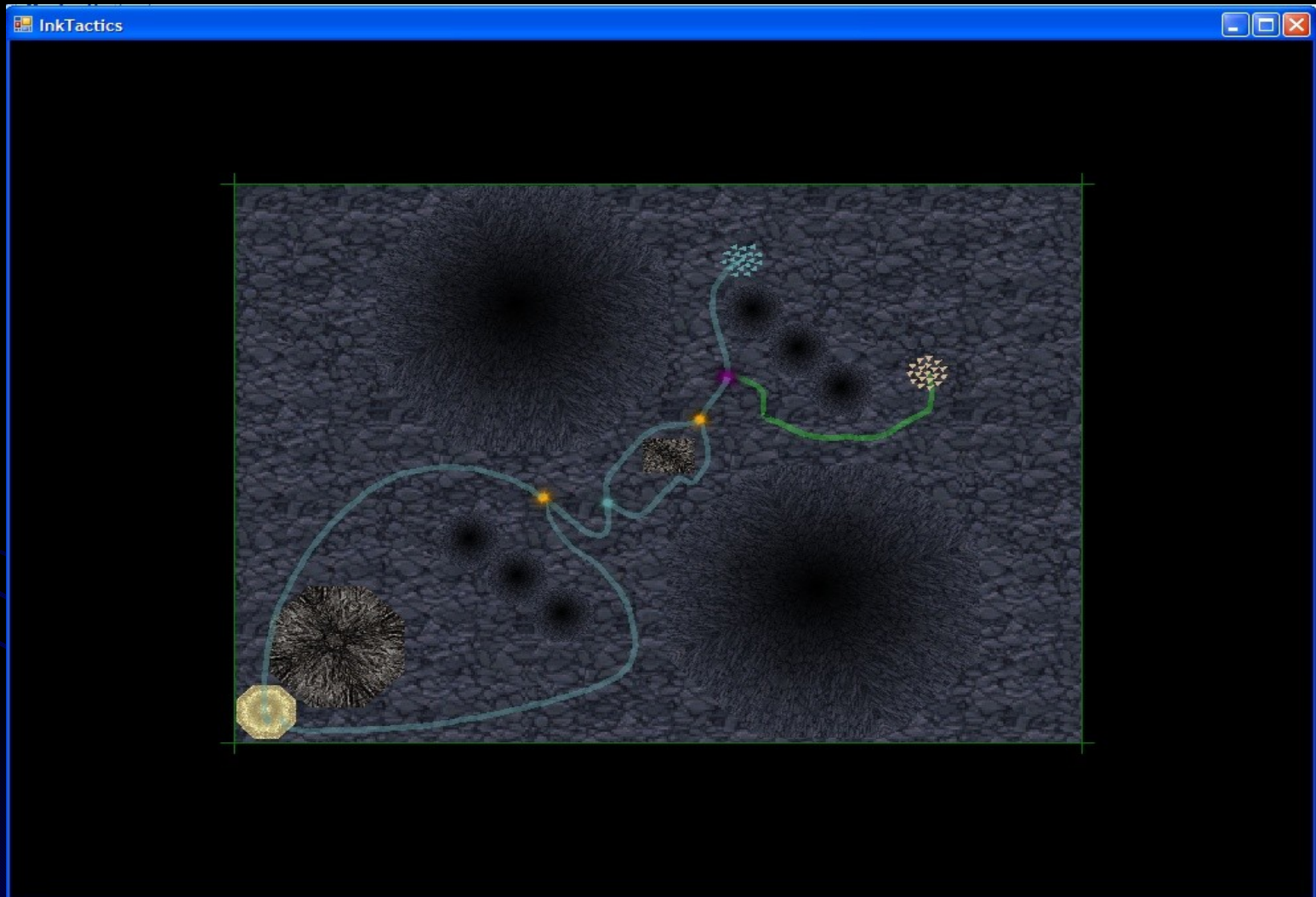
Gesturing the right group to begin marching.

Screenshots



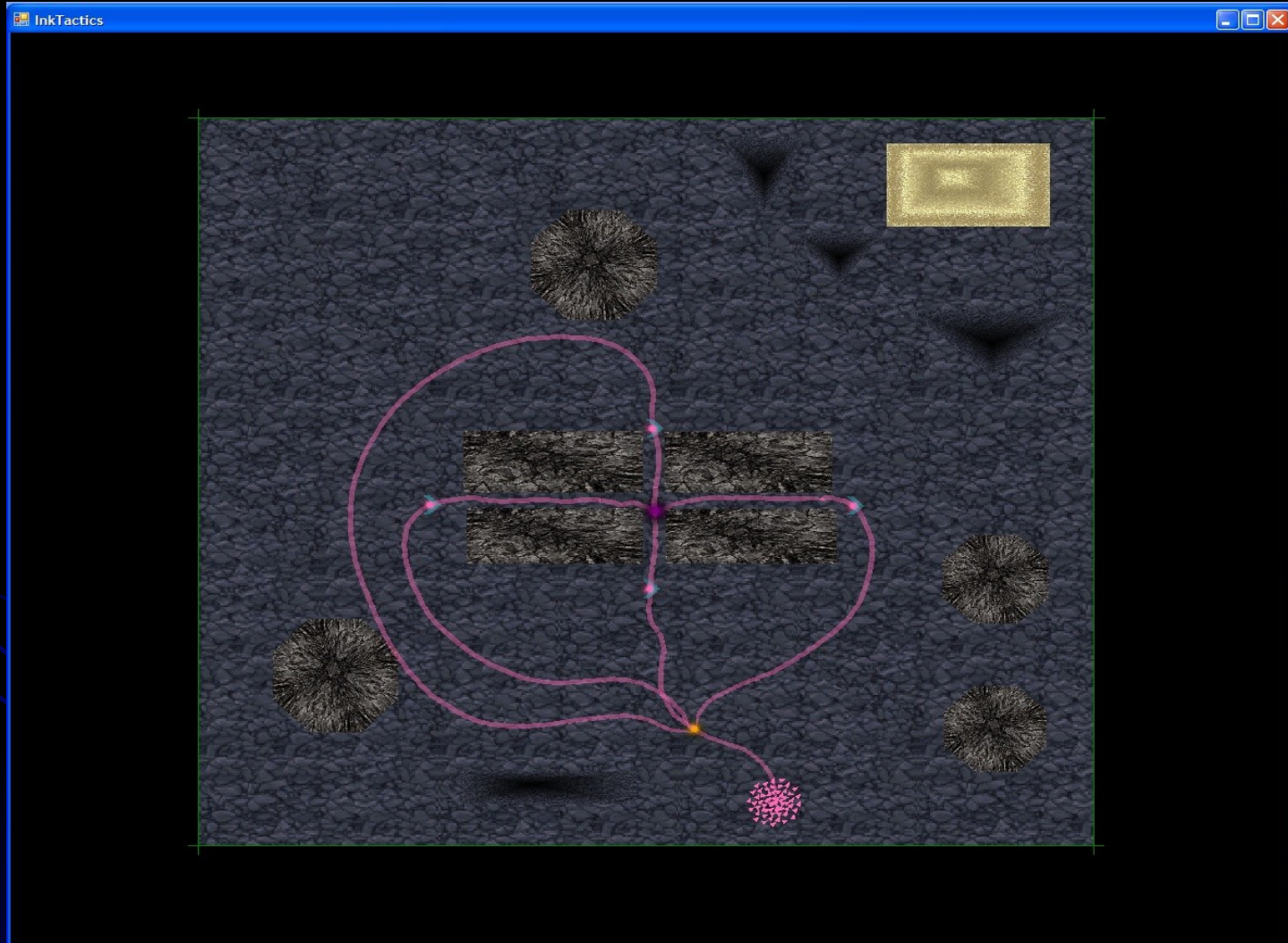
A complicated path with different waypoints.

Screenshots



The initial group hit a divergence point and split into two.

Screenshots



Plan to split the group into fourths and recombine in the middle.

Screenshots



Groups split up at the first divergence point.

Screenshots



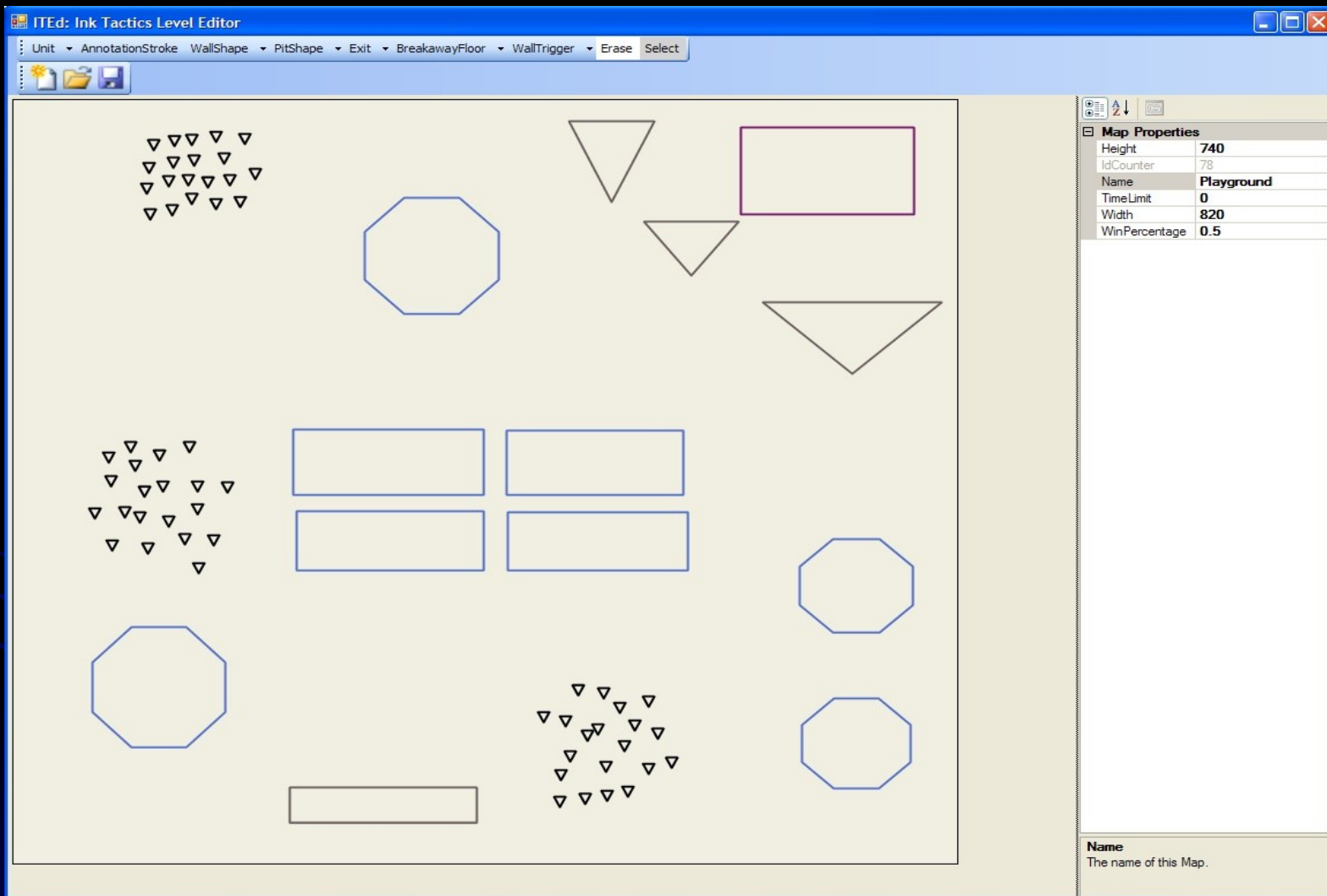
Groups split up at the first divergence point.

Screenshots



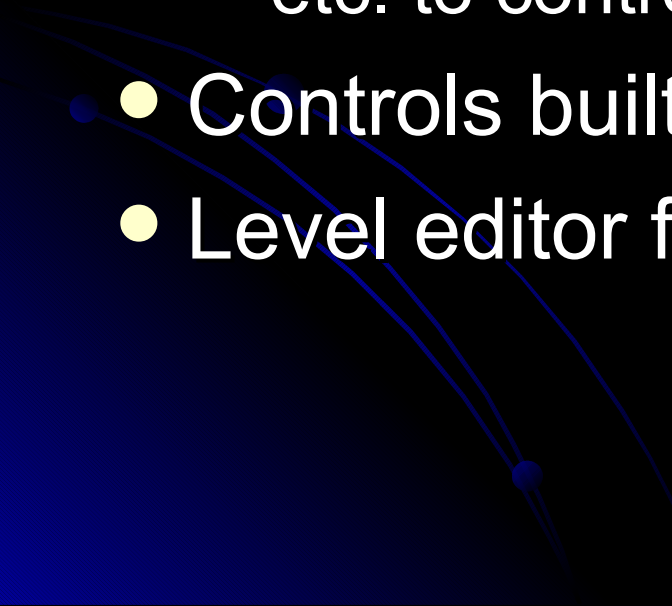
And combine in the middle!

Screenshots



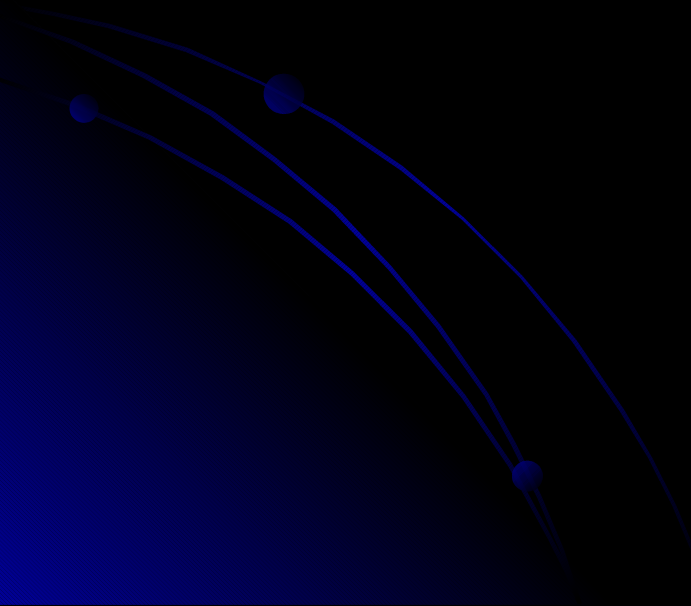
The previous map as viewed through our level editor.

What is Ink Tactics?

- A Real-Time Strategy / Puzzle Game
 - Get your units to the exit
 - Avoid obstacles on the way
 - Use waypoints, sync points, path dragging, etc. to control the movement of your groups
 - Controls built around the stylus
 - Level editor for quick map-building
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Technological Innovation


- What did we do?
 - Integrated DirectX with the Real Time Stylus
 - Created a game interface centered around the Tablet PC



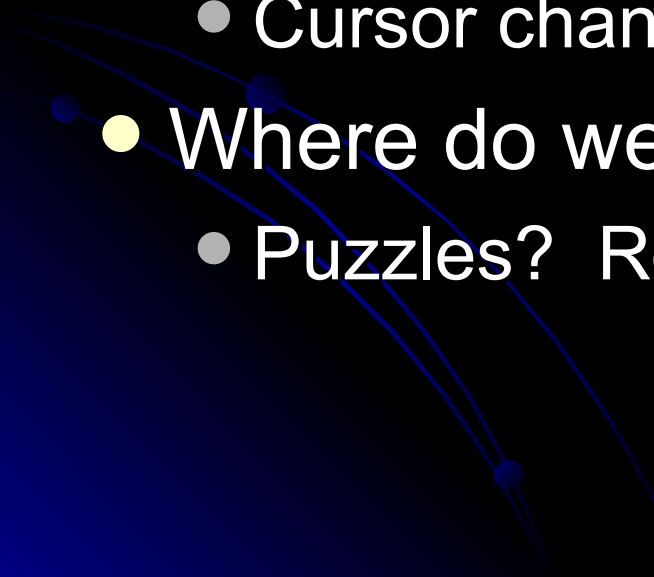
The Game Interface

- What can you do with it?
 - Plan actions quickly for many units concurrently
 - Finely control units in real-time
- What applications are there?
 - Time-based, multi-tasking strategy games with many units.
 - Sub-genre of real-time strategy games
 - More control, more planning

Current Issues

- Planning necessitates time constraints
 - Interpreting gestures "well" is hard
 - Creating a clean, succinct set of commands with the stylus is tough
 - System doesn't make sense with traditional real-time games
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The Future

- Game elements
 - Moving obstacles, timers, etc.
 - UI feedback
 - Highlighting groups while hovering
 - Cursor changes for actions
 - Where do we take this next?
 - Puzzles? Real-time Strategy? ...?
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Interested?

- Email us!
 - tabletgroup@u.washington.edu

