



BA/SA/Group/Lab:

Hidden in Plain Sight

Video games are a popular pastime and frequently used as a platform for friendly competitive interactions. Such interactions can take many forms ranging from online shootouts to vying for a high score.

We are specifically interested in competitive games with asymmetric information, while still using only a single screen (also known as “local multiplayer”). A prime example of this kind of game is *Hidden in Plain Sight*¹ by Adam Spragg (depicted to the right), in which each player controls one of several of characters on the screen. Initially, players do not know who they are nor who the other players are. By moving care-



fully, players try to identify who they are while not making it obvious to the other players. The goal of the game is to identify and shoot the other players without being found out first.

In this project you will explore the traits of such games and create your own game. Prior experience and/or a strong interest in creating video games is recommended. You should come up with your own game concept.

Interested? Please contact us for more details!

Contact

- Manuel Eichelberger: manuelei@ethz.ch, ETZ G97

¹<http://store.steampowered.com/app/303590/>