Ink Tactics

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What is Ink Tactics?

BEGIN TUTORIAL

EPISODE 0: KNEE DEEP IN THE INK

DRAW A CLOSED LOOP AROUND UNITS TO GROUP THEM

TAP GROUP (CURSOR CHANGES) AND GESTURE A CHECKMARK TO GO!

DRAW A PATH FROM GROUP TO A BUTTON

START AND END MUST MEET
Screenshots

Selecting units and drawing paths to the goal.
Gesturing the right group to begin marching.
A complicated path with different waypoints.
The initial group hit a divergence point and split into two.
Plan to split the group into fourths and recombine in the middle.
Groups split up at the first divergence point.
Groups split up at the first divergence point.
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
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
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? ...?
Interested?

- Email us!
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