



Future Gaming 2020

My vision is far reached but parts of this vision might be possible in the near future. Many new innovations like multi-touch and axis movement that are currently on the market will also develop further in new functional ways to benefit for gaming but this will mainly be used in the mobile market and for casual gaming. The biggest changes will be seen in the development, controls and game-play of future titles.

Hidden In Plain View

A next-gen shooter developed by (...) featuring the latest cutting edge technologies in brain wave recognition and procedural creation.

Synopsis

In plain view is a next-gen shooter in which the player takes the role of a Sniper who is tasked with a secret mission in a fictional war.

Controls

Most controls of the game are still done through either mouse + keyboard or controller. (ain't a lot of change in controls in general, why fix something if its not broken)

Most simple controls like changing weapons, reloading, hiding behind cover are done by the player through his subconscious using the latest in brain wave recognition techniques shaping the game constantly in ways the player can not predict. This will make the game constantly changing shape and the difficulty will be right for every person in Single Player mode.

current brain technologies are advanced enough to give the player the possibility to move objects and control characters on a simple basis. Breakthroughs in this technologies have made

it possible to access the subconscious mind and makes the player to feel more aware or the player make the computer feel aware what his intentions are. Its kind of like breathing, its a complicated action but its humans own nature to do so. Games should also have this added to them, difficult controls are no longer a problem, you think of what you like to do and it does just that in the game giving an extremely realistic interface and adding countless possibilities to games in general. This will be the game you need to experience in 2020!

Example: the player is walking around in a barn suddenly a grenade gets thrown inside, the player hears and sees the grenade he quickly decides to get out of the barn and turns to a window and runs towards it times his approach and jumps right through it. As in conventional games you will have to not only run toward the window but also need to press the jump key in order for the computer to understand what you want to do. And then you also need to be in a certain distance of the window and it has to be an option in the game in general. Do understand that movement is still done by keyboard and mouse only the understanding to jump out the window is brain controlled and the animation for it is procedural created.

Innovations

The unconscious mind will also help keep the game challenging and refreshing. If you are getting tired of doing something over and over the game will know this and change the way it works. A sort of procedural game play creation.

Example: a player will be walking in a room and thinks its clear, but the computer knows he didn't look in that one closet and he can determine if the player expects someone to come out of it or not. In response to these thoughts/feelings/brain activity the game can decide to place a enemy inside the closet. This can also be done with entire environments and the behavior of the opponents.

Procedural creation will be a big deal with the current increasing costs of making exceedingly bigger games its essential to automate most basic features such as textures and distinct opponents, variety keeps a game alive and continues challenging. Three's are already done this way just like animations but in 2020 we will see procedural creation everywhere in buildings, character, weather conditions and AI. You can put the things you desire into a box and on the other end a game will roll out.

The main innovations are the idea of rapid content generation and new ways to change game-play to keep games exiting and refreshing but not making them to hard or to easy. Game-play has been a sort of wasted part of big titles lately but will come back much better in the future. Games will be made for the people who desire them and will also take more parts from the movie industry, episodic content as well as shorter titles will be more common.



A brain wave device could just as well be implemented inside a headphone. This is the most functional way I can think of to solve any big helmet problems.

I hope you find my fast sketched vision inspiring, it could be a lot better but looking at the time its all I could come up with. Good luck to all other contestants :)

Concept art thanks to: Smyk Vitaliy
Link: <http://conceptart.org/forums/showthread.php?t=146303>

Graph thanks to: Lostgarden, Daniel Cook
Link: <http://lostgarden.com/labels/cost%20effective%20game%20design.html>

