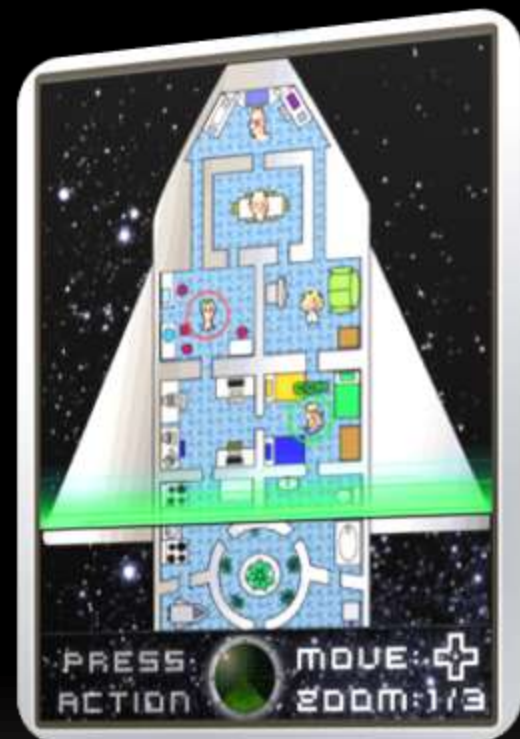


Juno



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Contents

- Presentation
- The Game
- Technology

A mission at the end of our galaxy ...

A commander ...

Technicians ...

A wild alien lifeform ...

Wreckers ...

A dying planet...

Presentation



A collaborative INRIA project

- INRIA is a major research institute, focused on innovation
- Originality and technology were the keywords for this project
- The result comes from a 7-person heteroclit team

Presentation

An original game concept

- Juno is a video game, but its gameplay is also based on players' reaction and emotions in the real world
- Juno is like a portable board game RPG using mobile phones to replace the board and play the Game Master's role
- Concentration is the key to win, as the players must pay attention to the in-game environment but also the real world

Presentation

A whole new idea

- Turn-based, multiplayer-oriented, newbie-friendly RPG
- Each game is unique because the strategy to win depends on the actions and decisions of the players
- Makes use of the sound environment as a important part of the gameplay

Presentation

What makes JUNO unique?

- Innovating RPG concept
- Bluetooth multiplayer up to 6 players
- Advanced AI for solo gaming
- SVGT Menu, FMV cutscenes, 3D sound...



The Game

Scenario

- The planet is dying, a new place to live has to be found...
- ...then comes this secret mission : JUNO
- A spaceship on the way to a far, far away planet
- 6 characters on the ship, each with their own goals
- 10 days to reach the planet

The Game

Goals

- The Commander ejects suspect people to let the mission succeed
- 2 wreckers must destroy the ship before the end of the trip
- 2 technicians help the Commander and repair destroyed rooms
- 1 alien with a human form, making mess on board and with the unique desire to eat the commander...

Technology

Juno makes use of latest
available technology on
mobile phone, such as...



Technology

Bluetooth :

- Up to 6 players simultaneous multiplayer
- The game was primarily designed with multiplayer in mind, and Bluetooth as a short-range wireless network is also part of the gameplay, for discussion and suspicion, creating real world interaction

Technology

Advanced AI :

- As finding 6 persons ready to play may be quite difficult, an advanced AI is also present to replace any of the players
- Solo gaming is then possible, as a training for learning the basics of the gameplay

Technology

3D Sound :

- Juno uses the JSR-234 API to create a new sound experience
- 3D sound is used as a part of the gameplay, to localize events inside the ship and around the player
- Each room has its own particular ambiance & atmosphere

Technology

SVG-T :

- The whole menu sytem makes use of the JSR-226 API
- Vector graphics allow sleek design and animation
- Enhanced interactivity and eye-catching effects

Technology

FMV :

- JSR-135 API allows in-game full motion video in 3GPP format
- Superb cutscenes, enhancing immersion into the game
- Each ending scenario has its own video sequence

Finally...

...Just try it! ;-)



Also this project wouldn't exist without the Nokia N95
which integrates all the required technologies