

# Jigsaw Prototype

## Signs Off Life

### Summary

The jigsaw is a flash game for combining pieces of video, in a similar way to pieces of a jigsaw.

However the game does not have a mouse drag function. Instead, the pieces float around a panoramic environment, and the player attempts to move themselves to a position whereby their view of the pieces appears to join the pieces together.

### Concept

Imagine you tore a poster in two, you put one half on a window, and one half on a wall behind the window. There would now be a position somewhere, that you could stand and see the two pieces aligned. This is what you do in Jigsaw, you move your view, to be able to see two pieces aligned correctly.

### Aligning The Pieces

For example, three pieces may appear to the left, middle and right of the screen respectively, but as the player moves themselves to the right, it becomes clear that the pieces are at different depths and when the player moves their viewpoint to a particular position, all 3 line up to show a connected image. *Importantly, although some items should appear more distant due to this parallax motion, the items themselves should not be diminished in scale. Although conventionally, the more distant pieces should look smaller, it's going to be important to keep them similar sizes to enable easier alignment of them.*

### Navigating The Viewpoint

The player moves their viewpoint with a familiar convention: the view scrolls inversely relative to the mouse position from the centre of the screen. If the mouse is a little to the right of the centre of the screen, the panorama and pieces would scroll slowly and steadily to the left, if the mouse is drastically above the centre of the screen the view would pan swiftly downward and so on.

### Completing A Game

The total game would include a group of pieces numbering about 9. Unlike the example above, the pieces are not actually collected together all at once. Instead, the player manoeuvres left right, up and down in the space, until he finds a way to align two pieces correctly. At this point, the two pieces magically become one. (presumably simply by deleting one piece, and enlarging the video mask on the other piece). Next the player can find another piece to align to this one, join it into one, and so on until all the pieces are 'mopped up' into one whole video screen.

### Production Requirements

All the player needs to see in the prototype is a low contrast background panorama and the pieces of video. The panorama should be able to scroll through 360 degrees horizontally. It is probably much better if the background is blurred.

Technically, the game requires a panoramic scrolling function, and some masked video pieces. For the apparent parallax type movement of each piece, a unique direction and velocity can be connected to the users mouse movement. The game also requires detection of the alignments when they occur and the ability to apparently join two separate pieces of video into one item.

**END**