

Senses

Games today are so focused and centred on visuals and our sense of sight. Imagine trying to emulate the uniqueness of our other senses through visuals! Here are six massively different ways to portray the same world.

Hearing

Can never be turned off. Works at extremely long range, but not as precise as sight. Can be drowned out by noise. Works through walls and other obstacles. Works omni directionally.

Vision

Can be turned off. Has shorter range than hearing, but is very precise. Easy to block off. Works only in a narrow spectrum in only one direction at a time.

Smell

Can be turned off to some extent. Much shorter range than vision, and very imprecise at range. Noise can drown it out as it locks onto the largest or strongest input mostly. Works in a wide directional pattern. Gives often a blurred input, which can be hard to interpret.

Touch

Can't be turned off, but if shocked by massive input, it can give wrong and distorted readings. Has shorter range than smell. Works in an omni directional way. Very precise handling and reading of input. Can't really read through obstacles.

Taste

Can be blocked off. Reads semi precise strongly based on earlier experiences. Ultra short range and narrow field of use.

Sixth sense/intuition

That could be precognition. It might only be available to you at random intervals, but might increase in frequency and potency as you use it successfully. Here is a chance to create a totally unique sense.

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