



Integrated Project on Pervasive Gaming
FP6 - 004457

Work package WP9: *Showcase – Socially Adaptable Games*

**Deliverable D9.8C:
Game Design Document – “GeoQuiz”
Rework**

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EXECUTIVE SUMMARY

This document presents the design description for the prototype GeoQuiz.

Purpose of this Document

The purpose of this document is to provide a summarized and structured presentation of the prototype GeoQuiz. It contains a description of the game, its content and of its pervasive features.

Target Audience

This document is intended as a public document to all interested parties within the European game designer community and is intended to foster pervasive gaming development within the European Community.



Deliverable Identification Sheet

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Abstract (for dissemination)	This document describes the overall gameplay of GeoQuiz prototype. Players compete against each other in a location-based game of questions and answers. The players themselves create new questions that are connected to actual physical locations, which they are responsible for naming as well, and answer questions created by other players.	
Keywords	Game design, pervasive gaming, socially adaptable games, design cases, location-based games	

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1 INTRODUCTION

This document has been developed to provide a common game design description for all prototypes developed under the IPerG 6th frame work agreement. Here you will find a detailed game design description of the GeoQuiz prototype

2 GAME DESIGN OVERVIEW

Features	The GeoQuiz Game Design
Research Goals	<p>The primary research goals are:</p> <ul style="list-style-type: none"> • Several levels of participation <p>The secondary research goals are:</p> <ul style="list-style-type: none"> • Sense presence of other players in the game • Playing with friends vs strangers
Design Goals	<p>The primary design goals are:</p> <ul style="list-style-type: none"> • Location-based gaming • Playable from mobile phones • Player-created content <p>The secondary design goals are:</p> <ul style="list-style-type: none"> • Mapping names to nodes
Game Setting	The real world
Game Area	Any are that the player is in with mobile phone coverage
Infrastructure Tools	/ Custom-built client and server
Genre	Location-based parlor games
Target Group	<p>Selected Target Group</p> <p>People familiar with Geocaching and people interested in active tourism.</p> <p>Reasons for selecting Target Group</p> <p>They are familiar with the concept with location-based activities and are comfortable with going on hikes, which is a necessity in GeoQuiz.</p>
Gameplay	<p>Overall Game Details</p> <p>Players compete against each other in a location-based game of questions and answers. The players themselves create new questions that are connected to actual physical locations, which they are responsible for naming as well, and answer questions created by other players. The game can not be won, players compete to have either the highest total score or the highest score in any of a variety of categories such as the most number of correct answers or the most number of new locations that a player has discovered. A player can either choose to answer questions when in the mood or choose to go on a quest, which consists of a string of questions and locations that must be answered in succession.</p> <p>Player Interaction</p> <p>Players do not directly interact with each other, but they get to know each other on a “familiar strangers” level. Questions that a player creates are tagged with his or her user name, which then is displayed to anyone who chooses to answer it. The same</p>




	<p>principle applies to the names that players have submitted to locations and the locations that they have discovered. Players compete with each other to be at the top of the high-score list by responding to each others’ input to the game world</p> <p>Game session</p> <p>The game session in GeoQuiz is potentially infinitely long as it does not end until the server is shut down. Any number of players can connect to and disconnect from the game session as many times as they choose and at any time.</p> <p>Outsider participation</p> <p>Because it relies on a high density of GSM masts, GeoQuiz is most suitable to be played in urban environments. People who do not play GeoQuiz do not participate directly, but often get to watch players search the cities for answers to game questions. Because the questions in the game are tied to their geographic location, it is also likely that questions are created that incorporate locations or people who do not play the game.</p>
<p>Core Features</p>	<ul style="list-style-type: none"> • Location-based gaming • Creating questions • Answering questions • Discovering locations • Naming locations • Quests
<p>Pervasive Features</p>	<p>Overall</p> <p>As it is a location-based game, GeoQuiz has many pervasive features.</p> <p>Spatial Pervasivity</p> <p>GeoQuiz is highly spatially pervasive as it connects the game locations and questions to actual geographical locations.</p> <p>Temporal Pervasivity</p> <p>The game world that players generate while playing GeoQuiz constantly grows with every location that is discovered and every question that is created.</p> <p>Social Pervasivity</p> <p>GeoQuiz is played with mobile phones in a casual manner. Players are often likely to play the game with their friends and family as an audience as they create questions about interesting features they discover around them and as they actively search their surroundings for answers to questions. The game world also establishes a sense of “familiar strangers” as players learn to recognize each others’ user names that are tagged on locations, names and questions.</p>
<p>Other innovation in game design</p>	<ul style="list-style-type: none"> • Expanding the game world has been introduced as a part of the core gameplay by potentially rewarding players with more points for contributing with good content than for ordinarily playing the game. • Validating the content in the game is rewarded as well. • Players are awarded for creating tricky questions that other players are not able to answer, but points are only awarded after a sufficient amount of players have answered the question correctly, making questions’ difficulty self regulating.

















Play Modes	GeoQuiz has several layers of participation, which are separated into several play modes. While playing in the wander mode, players are allowed to answer or create questions when they feel like it. The naming mode allows players to provide locations with new names as well as vote on previous naming suggestions. The quest mode forces the players to answer several questions in succession and the hide mode hides the game’s interface and allows the player to discover locations previously unknown to the game while using their mobile phone for other applications.	
	Mobile Game Play	Stationary Game Play
	The game is entirely played with mobile phones.	A graphical representation of the game world as well as high-score lists can be viewed online with an internet browser.
	Spectators	
	Spectators can view the high-score lists and the game world online with an internet browser.	
Game objectives	<p>Here are the primary game objectives:</p> <ul style="list-style-type: none"> • Achieve the highest total score • Answer more questions correctly than any other player • Find more new locations than any other player • Lay more votes on locations’ names than any other player • Receive more votes on your location name suggestions than other players • Receive more points from quests than other players • Have more players answer your questions wrong than any others’ 	
Game World	The game takes place in the actual world. The game adds any locations that any player visits to the known game world.	
Storyline	Not applicable	
Graphic Theme	Design	<ul style="list-style-type: none"> • User-friendly interface • A game mascot is on most screens in the game with facial expressions that match the theme of the current message.

3 GAME FLOW

Overview	GeoQuiz is casually played whenever a player feels like it. The game does not require players to constantly check in on the game, but if they want to be at the top of the high-score lists, they will need to play actively.
Entering the game	At first, the player must start the Placelab application. When Placelab is running, the player can start GeoQuiz, and must log in to the game with a username and password. After successfully logging in, the player gets to choose which mode to play from a menu.
Switching play modes	Switching between play modes is done by choosing the back-command, which returns the player to the main menu. From the main menu, the player can enter any of the games' modes. To return from the hide mode, the player clicks the game icon from within the operating system of their mobile phone.
Entering/Leaving and re-entering the game	After a player has left the game, they can resume playing the game by restarting it and logging in at any time they choose.
Social Adaptability	GeoQuiz is played while on the move and is possible to integrate into ordinary day activities such as going to and from work, going shopping, meeting friends and so forth. Answering questions is easily done while in the company of other people. Creating questions take more time, but is also possible.
Pacing	The games' pace is set by the individual players themselves. Answering questions can be done at any time as a player discovers them. Going on quests forces the player to answer several questions in succession without leaving the game though.
Typical Playing Situation	The game is typically played while moving around in the city where you live doing common things or when discovering new cities as a tourist.

4 GAME CONTENT

Features	The GeoQuiz Game Design
2D Graphic Design	 <p>The main menu screen</p>  <p>Angry face</p>  <p>Bored face</p>

	 Happy face  Normal face  Sad face  Sleeping face  Surprised face  Loading... Flashing loading icon  Selected hide icon  Normal hide icon  Selected naming mode icon  Normal naming mode icon  Selected quest mode icon  Normal quest mode icon  Selected statistics menu icon  Normal statistics menu icon  Selected wander mode icon  Normal wander mode icon
<p>Online content</p>	<p>A website http://www.geoquiz.org contains information about how to play the game as well as high-score lists and a java application that visualises the game world.</p>

TECHNOLOGY USED

Device		Description and Function
Mobile phones	J2ME	<ul style="list-style-type: none">• Java for mobile phones was used for developing the game.
Symbian mobile phones	Placlab	<ul style="list-style-type: none">• Placelab is a Symbian application that allows a Java application to see which GSM mast the phone is connected to.

5 FULL CREDITS

Programming: Markus Larsson

Graphics: Johan Peitz

Game Design: Markus Larsson, Johan Peitz and Staffan Björk