

A quick review of Keep Talking and No body explodes - Why is doesnt work as a FORGE Game.

Business Objective	What we learnt from KTNE	Our Version
Engage Every one as opposed to some players	Only VR guy gets to have fun Interaction patter is not dense and peer to peer	Have multiple handlers / Pairs Include peer to peer interaction mechanisms Group announcement type feature in addition to sub team chat
Engage more people at scale	Does not scale to Multi team due to VR Constraints Modules restricted to 10 and 10 min game play	Use the Web Have larger Teams Have more Teams competing Reduce Onboarding related time Have more modules Have longer game play sesions
Reduce time to Onboard	Module names are a barrier Flipping the suitcase is a barrier Right click doesnt work on mobile	Replace module names with Sub Serial numbers Digitize the manual to make it easy for defuser teams to get to the module Take away flipping motion
Collect Data	Game play communication is outside the game Strategy is outside the game	Communication mechanism wihtin the game Allocation , Strategising and Execution via proxy phases in the game Time out option to track when teams have to stop and regroup (on Demand) Standard round interval (like half time) Voting Mechanism will give vote share info Emoji's (Emptional info) Pair teams (will give info on how teams work at sub team level)
Uniformity	Bomb Explodes people have nothing to do Record times leaves teams with nothing to do for the round	Unlimited Mistakes Unlimited supply of modules as and when modules are solved
Achievement	You are fighting against your best score, causes people to restart as soon as they realise they are not beating the best score No group based goal	Need to set a group based goal Need to compete with others instead of your best score
Audience / Player Fun	The game isnt as fun to watch as an audience The handler can get mentally strained out quickly	The game need to be more audience friendly Chat within the game, real time leaderboards and insights, emoji's communication etc Auto allocation of the teams and swapping of team roles.