

2DV609

# Project Proposal

*WinnerDrinks*

*Version 2*

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# 1 Group Members

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## 2 Motivation and Background

Breaking the ice at gatherings where people don't know each other very well has always been a challenge. To solve this issue, people have come up with many different social games, from a simple prompt to everyone to "say your name and an interesting fact about you", to more elaborate games involving the surroundings and props such as many teambuilding exercises.

Additionally many "drinking games" have been invented by thirsty partygoers, where the idea is to complete a task, for example, throw a ping-pong ball into a cup from a distance such as in beer pong, and the one who fails to complete the task is punished by having to take a sip of their alcoholic drink. The outcome of the game is usually, after a few losses, not surprising, since the loser has to face even more difficulty the next try because they are drunker after their "punishing sip".

There exists a few mobile applications that market themselves as party games, such as Ryggio and Piccolo. The problems with the existing applications are that there is 1) a high individual focus (disincentives a feeling of community between the players in the game), 2) the drinking as a punishment, and 3) the lack of encouragement to getting to know each other.

Here, we see a party game-shaped hole in the mobile apps market. We see the punishing aspect as unfun - the *winner* should be the one getting a sip. Imagine a group of friends competing for shots of a really expensive whiskey, instead of punishing each other with cheap mixed drinks. We also want to make it easier for people who don't know each other well to start interacting in a relaxed manner.

We propose a different take on this sort of social drinking game: WinnerDrinks, a social party game centered around social interaction and the fact that the *winner drinks*. The drink is the reward!

Our target group is young adults. The game is relevant in a number of different contexts where you meet to party and have fun together, and want to lighten the mood by playing a fun game together. WinnerDrinks gameplay will have a focus on making the participants socialize and get to know each other. Our motivation for this project is to develop a new and improved game based on the already existing ones mentioned above.

Our software will focus on the group as a whole. The focus will be on the participants as a group, the drinking as a profit, and to encourage the participants to get involved and get to know each other, and lastly, to have more fun.

## 3 Problem Statement

### **Problem overview description**

When you meet at a party, it can sometimes feel a little stiff if you do not really know each other and it would be great if you could lighten the mood and bring everyone together. A common way to do this is to play a fun party game together. But not everyone may have a fun party game at home or you are somewhere where you do not have access to your game. Many people have solved this today by developing fun party games that can be accessed over the web as mobile applications or web applications, such as Ryggio or Piccolo, as mentioned in the *Motivation and Background* section.

### **Problem Statement**

The problem of the existing systems such as Ryggio or Piccolo, with the wrongly focused rules and arrangements, affects the game participants, the impact of which is lack of participation, loss of focus during the game, and loss of interest in the software for future usage. A successful solution would be to improve the existing systems with a new type of drinking game gameplay where the winner gets the prize, and the players also have chances to interact in a way that they get to know each other better. The contents of the game (such as questions, challenges) shall be of a nature that interests the target group (young adults, defined as people aged 18-30).

### **Stakeholders primarily affected by the problem**

- Game Participants
  - Young adults

## 4 Objectives of the Software Solution

For the groups of users who want to get to know each other and have a great, interactive, and interesting time with each other, we have developed the application WinnerDrinks which is a drinking game that is more innovative and adjusted as well as created for the user's personal usage. Unlike the existing games, our product WinnerDrinks is developed for the users with a focus on getting to know each other (by offering questions to answer or challenges to complete that involves more than one person), having fun together, and that it is the winner who takes home the prize, a drink, and not the loser who is punished, which is the case in many other drinking games in this style.

### *Selling points*

- Drinks are not punishments, rather you compete to earn them, which better reflects the usual social setting.
- The application is modular and built from minigames that are easy to improve, replace and extend. For example a spin-the-wheel minigame and a trivia questions minigame.
- The application can serve a whole group of people; not everyone needs it on their device.
- Available as a progressive web application, the users can get immediate access, do not have to install the app, and software updates are pushed immediately to production.

### *High-level goal for the user*

- Have fun with people that they don't know very well.
- Immediate access without downloading the application.

### *Product name proposals*

- WinnerDrinks