

Watchout

How Interaction works

“WatchOut” is a multiplayer game (2-4 players recommended), in which each player must complete a certain number of tasks and then pass the phone (bomb) to the next designated player.

The players can interact with this product through an iPhone. The players are supposed to stand or sit in a circle and play the game by solving tasks and passing the phone.

The bomb has a stability which decreases with time and with each mistakes the players make within every task.

To apply pressure to the players, we make the screen of the phone change from white to red and added a ticking sound which increases frequency as the stability decreases.

Currently there are 3 tasks for the game. In the first task **“Unwrap”**, the players must rotate the phone 1-2 times in the shown direction to unwrap the bomb. After finishing it, the second task will start immediately. In the second task **“Twitch”**, the players must move the phone quickly in the shown direction. The amount of twitching is random, thus making luck an extra factor of this game. After the player finishes the second task, he has to deliver it to the next player (the third task **“Deliver”**) by putting the finger on the camera to trigger the deliver-phase and also holding the phone carefully because too much shaking or moving too fast can reduce the bomb’s stability.

The person who is left holding the bomb when its stability reaches 0 loses and the game is finished