Brief explanation on how the interaction works

WatchOut is a game, in which each player must complete a certain number of tasks and then pass the phone(bomb) to the other players.

The players interact with this product through an Iphone. This game is a multiplayer game, that means people can play this game together in group during the picnic, party…. The players suppose to stand or sit in a circle and play the game by solving tasks and passing the phone.

The bomb's stability decreases with time and with the amount of failure the players make. To push more pressure on the players, we make the phone-screen changing from white to red and add the ticking sound, which ticks more frequently 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 also an important factor of the game. After the player finishes the second task, he has to deliver it to the next player (third task "Deliver") by putting the finger on the camera to trigger the deliver-phase and also holding the phone carefully because delivering too shaking or too fast can reduce the bomb's stability.

The person who hold the bomb when the bomb's stability is 0 loses the game.