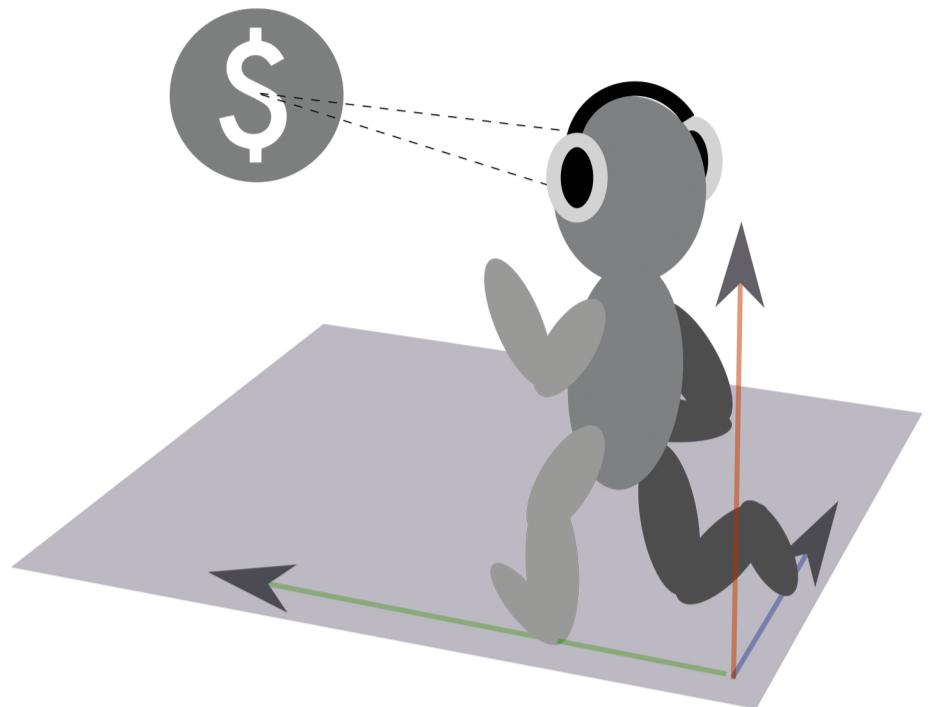


COIN COLLECTOR

HOW TO PLAY

1. Start

A coin is generated close to the user. Depending on where the coin is placed, the user will hear a sound appearing from a certain direction inside the headphones.



2. Running

As the user is running, the sound is being modulated depending on location and direction relative to the generated coin.

Rate - as the user is approaching the coin, the sound is looped at a faster rate.

Panning - using HRTF (technique to produce binaural audio), the sound will appear to come from a certain direction.

Pitch - if the user is heading in the wrong direction, the pitch of the sound will be noticeably different.

Feedback - every 100rd meter, a voice tells the user the remaining distance.

An uplifting beat is being played if the user is running in the correct direction.

3. Coin

When the user reaches a coin, a voice will inform them that it's found. A new coin is then generated, unless the run is finished - taking the user to a screen displaying statistics of the run.

