Ship

Devices needed:
- 2 cameras
- 2+ microphones

General idea:
- People in queue are rowers on a battleship
- There's a screen displaying the game
- A section of the queue plays the game
- The cameras divide the people in range in two groups (port and starboard)
- There are microphones near the participants

Gameplay:
- Gestures are used to control the ship
- Sound is used to fire the guns (like crying 'boom')
- Steering the ship together works best: you need to perform the needed gesture together for maximum effect.
  - Crying 'heave' (for example) during a stroke
- Enemies spawn which pose a threat and can be shot
- There are obstacles that need to be avoided by steering clear

Ideas:
- Two teams/ships
  - co-op?
  - pvp?
- Have tablets in the queue which display the game and can decide what enemies to spawn

BOEM!