

New Game for Play on Liquid Galaxy through LGxEDU

I propose to create a new type of game similar to [GeoGuessr](https://www.geoguessr.com/), a geography game currently available on the internet.

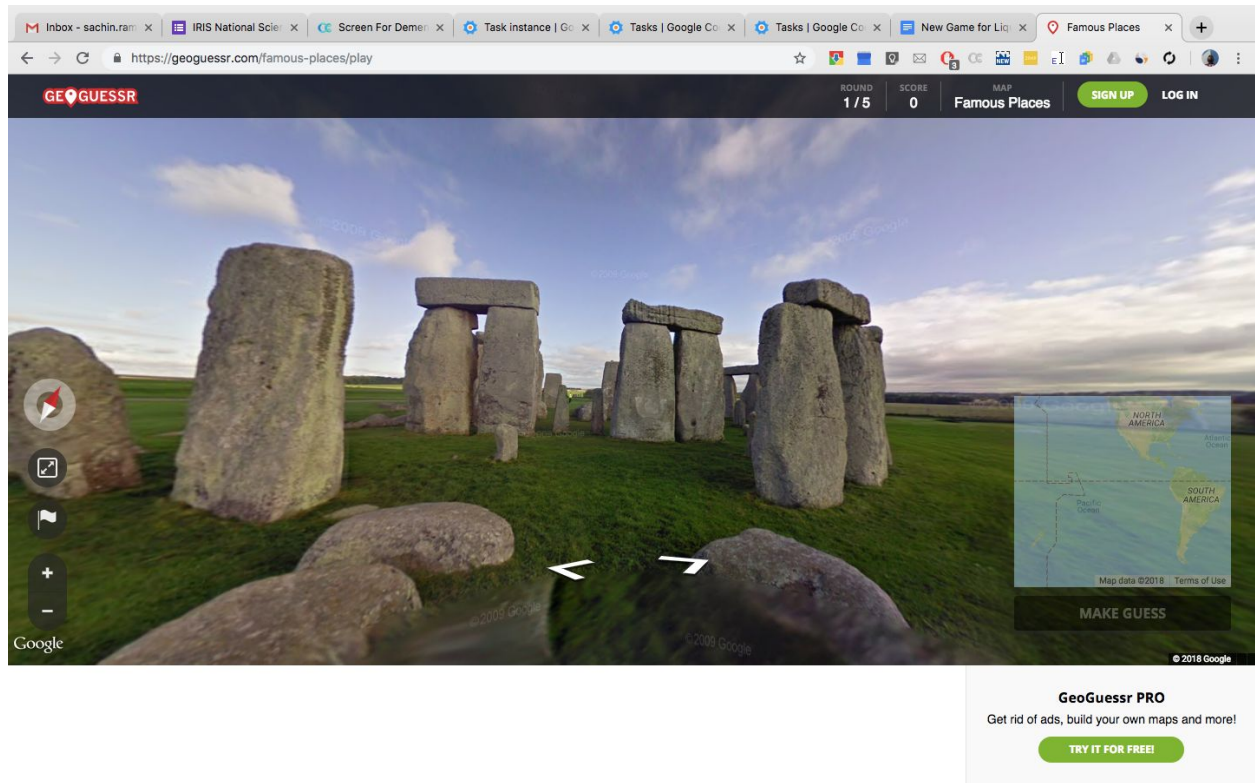


Figure 1: GeoGuessr play mode

In this game, the player/user will see a picture (perhaps a 360° picture as shown above in Figure 1) of a random place in the world. Based on their surroundings – including famous structures in the picture, such as Stonehenge in Figure 1, the license plate of a car in the picture, or even the type of flora and fauna – the user will have to make a guess as to where they are on a given map (shown in the bottom-right corner of Figure 1). Based on how close or far they are from the actual location, they will get a certain number of points (example shown in Figure 2). At the end of 5 rounds, their points will be added up.

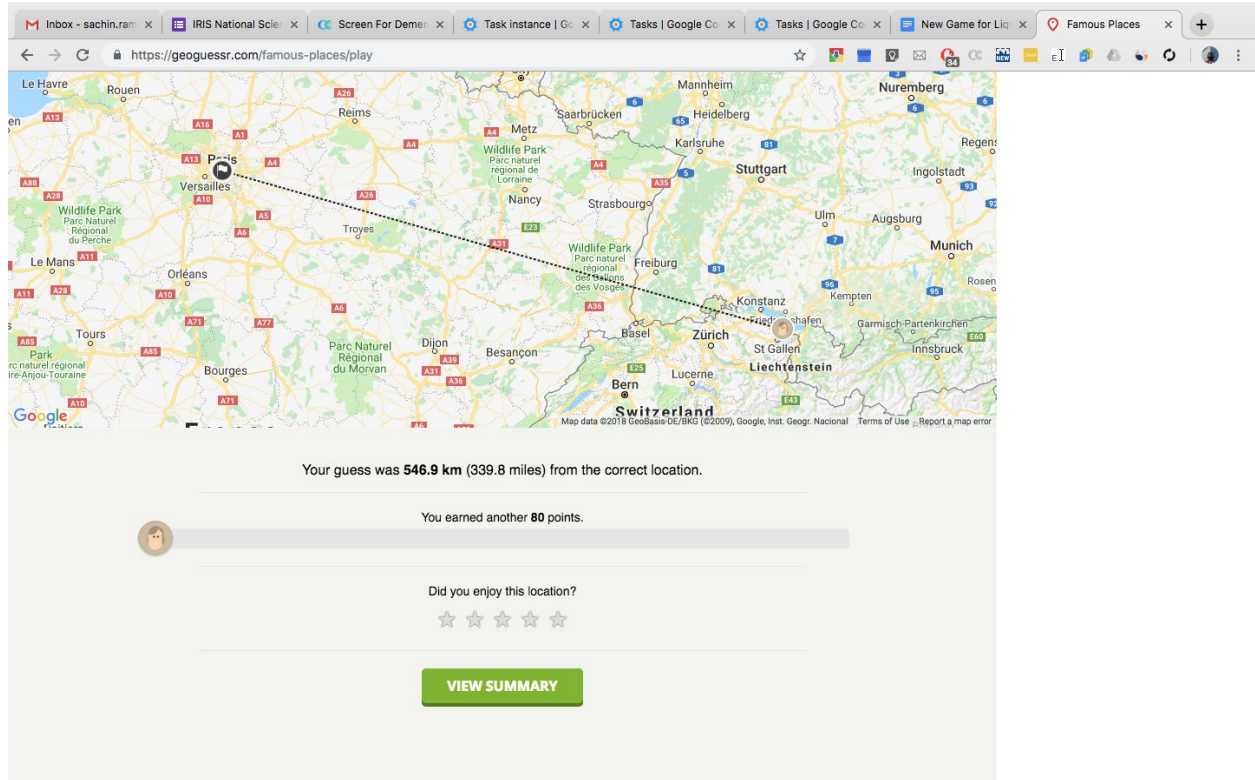


Figure 2: Scoring on the GeoGuessr game

As briefly mentioned above, there will be a map that when touched/clicked will expand and allow the user to touch anywhere on the map to make a guess. The distance of this place from the actual place (the accuracy of the guess) will determine the points that the player earns, which will be totalled up in the end.

The Google Assistant could also potentially be included in this game. If perhaps, the question is about a monument, the Google Assistant could give a hint in the form of a little background information (summary) about the monument. This would aid the player and allow for a better and more fun experience.

This game will be perfect for play on a Liquid Galaxy through use of the LGxEDU app, because it will allow the user to clearly view their surroundings in a more realistic manner (it will be as if they are really there!). In addition, the user will be able to use the controller to move through their surroundings. The experience will be enhanced.

If high scores of the players are recorded, a global leaderboard could be included in the app, which would contribute to motivating the players/students to learn more and compete with their peers.

Overall, I am certain that this game would be a very good fit for the Liquid Galaxy for Education App, and am confident it would contribute to the learning and enhance the experience of its target audience.