### **Concept document**

• Name: Jam jumpers

#### Rules:

 People in the squire should stay there until the teams switch with the bracelets. The team will get the points when the person steps on the tile on time. The team with the most points wins the game.
Each kid can design their own avatar once and they can start the game.

# • Players:

- 8players, divided in two teams.
- > After each game: new teams
- Everyone with such a bracelet can join the game.

# • Equipment:

- Bracelets
- Scanners
- Speakers
- Display

### Technology:

- A.I. for different levels and for the music
- Avatars (Each kid can create their own avatar once)
- Coding for timer
- Light tiles with motion control
- NFC Tags

#### • Leaderboard:

 If there are tournaments which means more than two teams and there will be a leaderboard. It will be held every now and then (maybe before every vacation) and there will be fixed teams and they will compete between each other. The winner could get a reward.

