

GOPRO Power Week 2019

Geography based Serious Game

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# Game Idea

The basic idea of the Game is to have a Party Game on a Board which represents Luxembourg (as a country). You need to race other Players to a specific point in order to claim something like the Star in Mario Party. After every Player took his turn a minigame starts and all the Players have to participate in this minigame. Winning the minigame gives you bonuses on the Board.

# Mechanics

The Game is played with 4 People using a Controller.

There are three “Phases” :

1.The Player Is rolling a dice for his turn.

2.The Player is interacting with the Board effects.

3.The Player is participating in a minigame.

While in the Board phase, Players may only roll a dice and then ~~if they trigger some specific event they may interact with that event accordingly. (example : a Police officer asks you if you know the name of the city you’re about to enter, and if you don’t know it then you are not allowed to enter it and need to take a detour).~~ Move the amount of fields They can alternatively choose to start the “commune seeker” minigame. On a random field there will be a Kachkéis, getting as many as possible is one of the goals of the game.

While in the minigame phase, players have to interact with the game according to the minigame Mechanics.

# Entities:

* The Map
  + Made out of 3D models of the shapes of the Cantons, it only serves a visual purpose
* The cantons
  + They form the map and are just a visual aid to represent Luxembourg
* Communes
  + The fields on which the Player stands on
  + They are connected to each other via linking paths
* The “Kachkéis”
  + What players have to gather while going through the different communes
  + They are randomly placed
  + They change position each time it is found
  + The player who gathered most wins
* Linking paths between the communes
  + The players will move along these paths and will know what directions are possible to choose.
  + They connect the communes together
* The player models
  + The Player models represent the players, and get automatically assigned from player 1 to player 4
    - Jang de Blannen / John of Bohemia
    - Gëlle Fra / Golden Lady
    - Melusina / Melusine
    - Siegfried I. vu Lëtzebuerg /
    - Sigfried, Count of the Ardennes

# Minigames

Trivia :

Description

Simple trivia about Luxembourgish Geography.  
The players are on a field with 4 squares, they have to move to the corresponding field depending on the answer they want assume to be correct. The Player is presented with a questions laid over the gamefield. They have 10 seconds to find the answer and get awarded points accordingly. An amount of 5 questions should be suffice.

Controls

Simple up-down selection and A to accept. Not Implemented

The players move at the same time using the left joystick to move in 2 Dimensions.

### Looks:

### Scatter : Not implemented

Important architectures/monuments are scattered at the wrong places in Luxembourg and you need to take them to the right place.

### Controls :

Left analog stick to move. A to lay the item down at the place you’re standing at.

## Commune seeker :

### Description:

A game the players can choose during the time they are on the main map. They get told to seek a specific commune and get steps to move there, if they find it the get 5 points and can remain on that field. During the seeking the player is unable to get the ”Kachkéis”, if he happens to pass by. If the player fails, he will be teleported back to his starting position.

### Controls:

The movement remains the same as for the main map. Pressing Y activates the minigame.

# Canton Guesser: Not implemented

### Description:

In this Minigame the players will have to take a piece in the shape of a canton and place it at the correct place on the outline of the country, after the player placed the piece correctly, the canton will be locked in the right position and the name of the canton shall appear on it. The players would get awarded 1 point per correct canton.

### Controls:

The characters are moved with the left joystick and can pick a piece with the A button. The piece can be rotated clockwise with the right bumper and counterclockwise with the left bumper. The piece can be flipped with the B button.

#### Notes:

This minigame has not been implemented due to time constraints.