

Chosen sketch for details:

Hunger Games EXTREME

Detail - Social Circles

Enter social circles

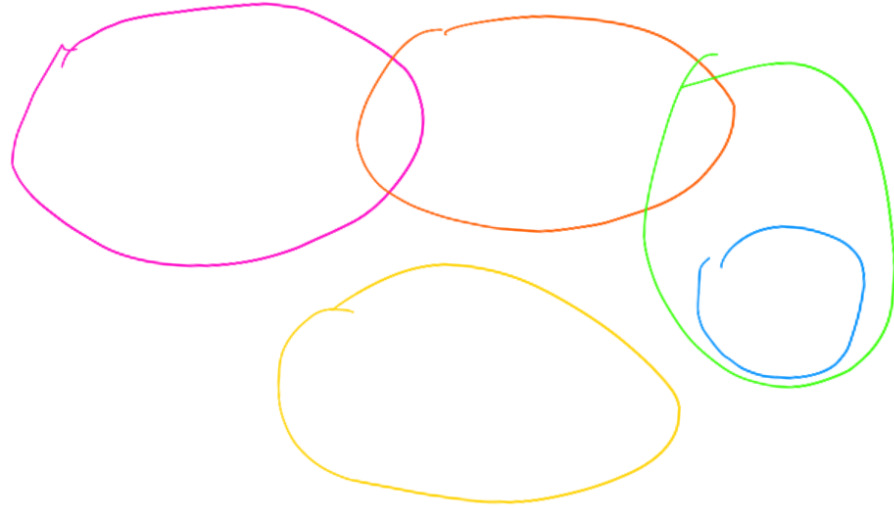
MünchenWG

rock band

⋮

○

Social circles can overlap / be subgroups/etc...

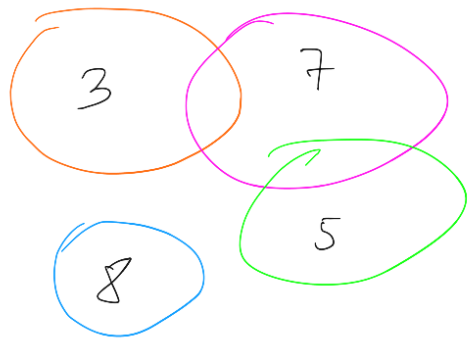


circles weighed by closeness

MünchenWG - 10pts

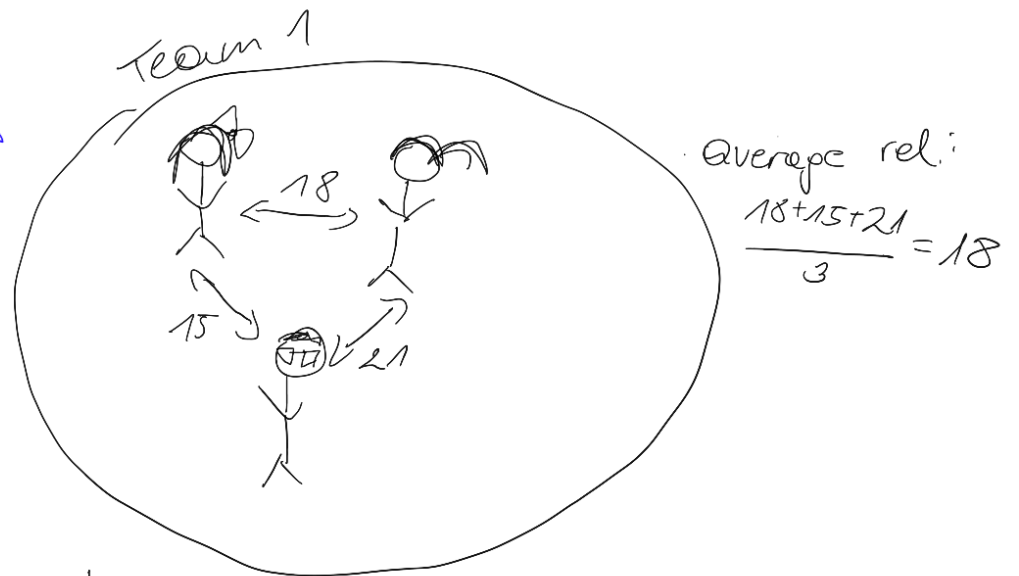
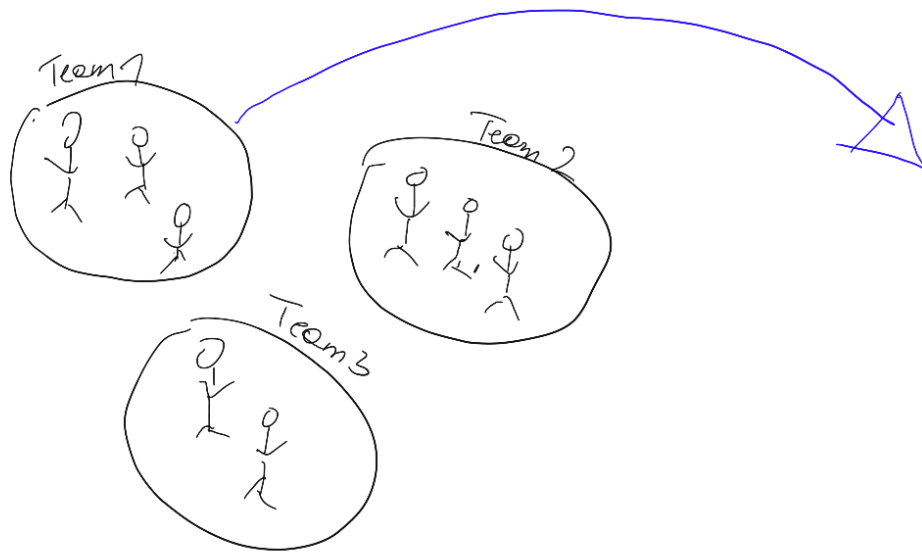
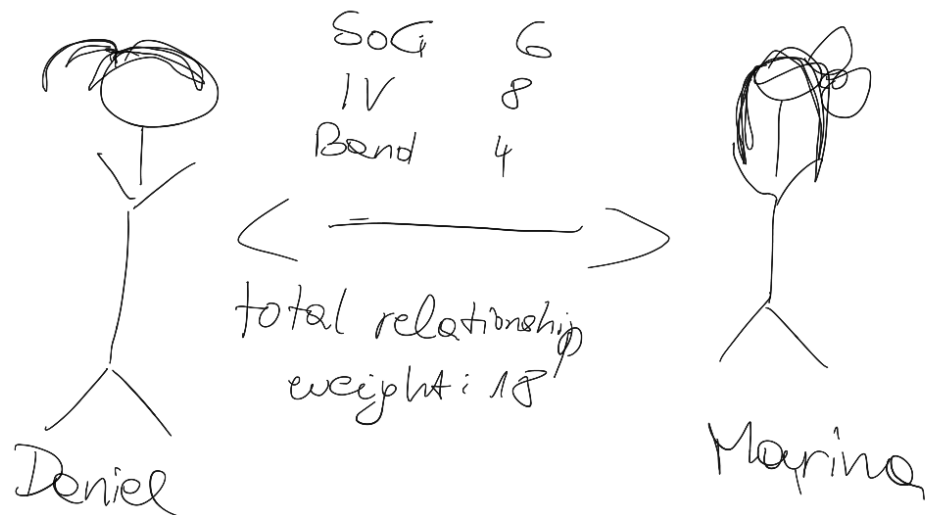
rock band 7pts

Detail - Teams, Alternative 1



social circles are weighed
by closeness

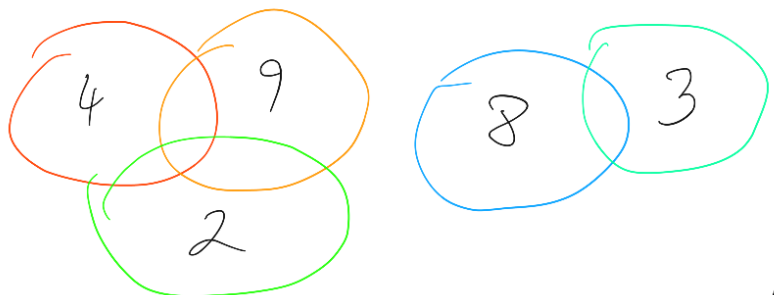
common social circles:



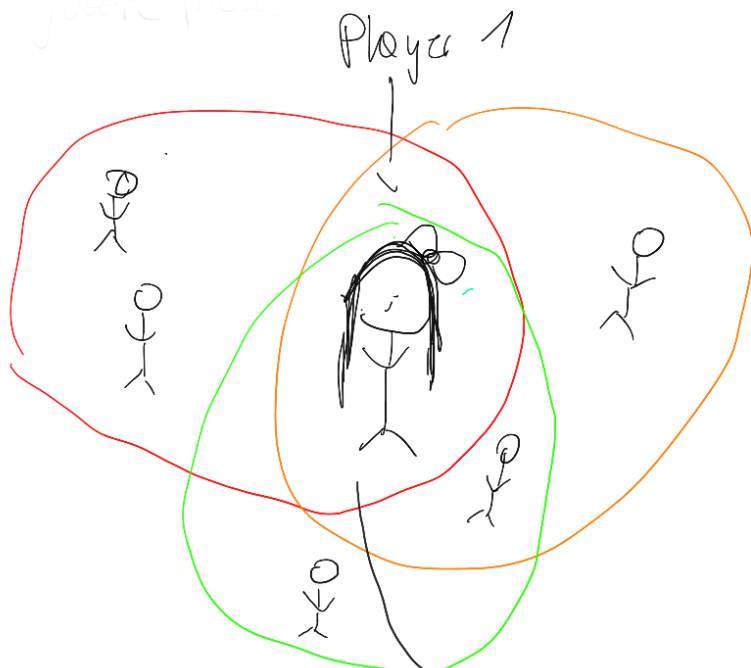
average rel:
$$\frac{18+15+21}{3} = 18$$

teams created by high average
relationship score

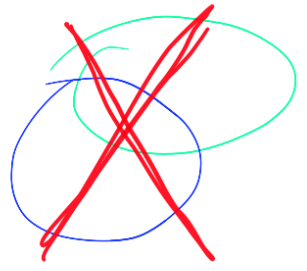
Detail Teams, Alternative 2



reminder: social circles weighed by closeness

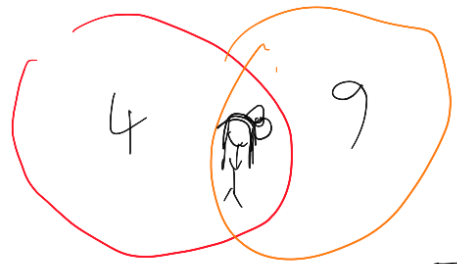


can only fight people with no mutual social circle

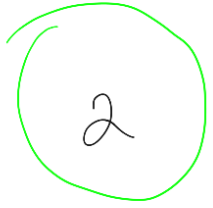


all enemies dead

=>



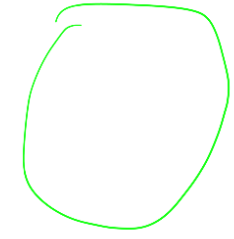
=>



drop out of weakest circle



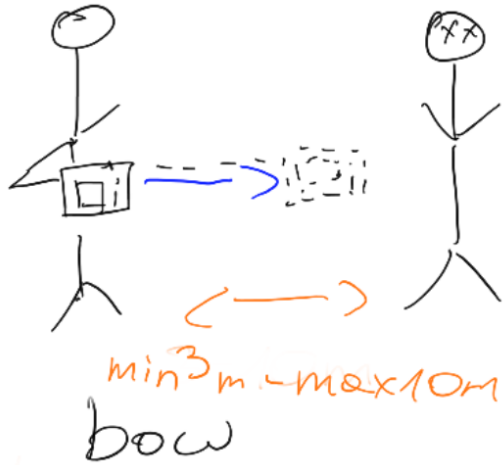
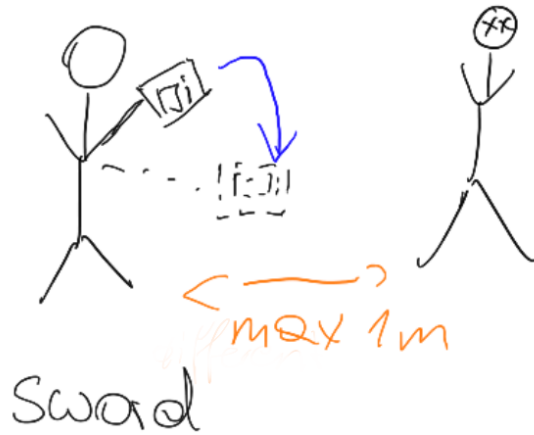
VS.



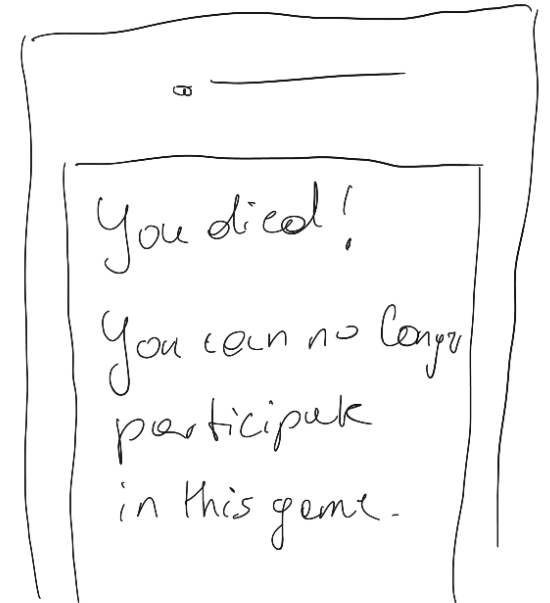
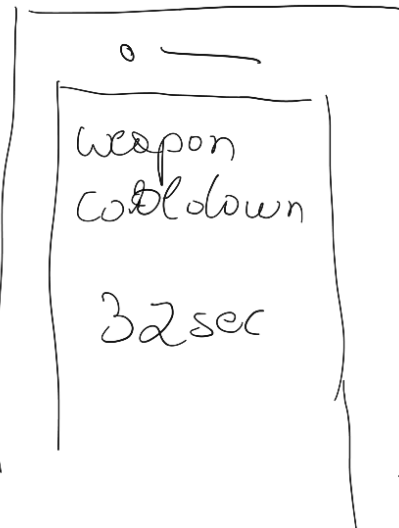
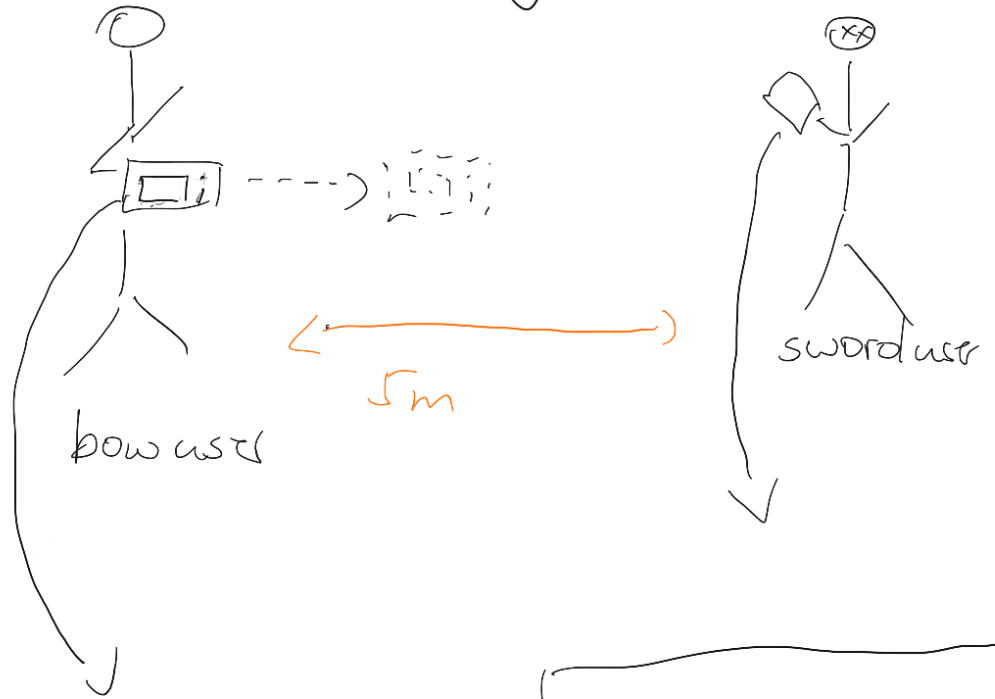
new enemy

Detail - Weapons

choice of different weapons



finish gesture before enemy

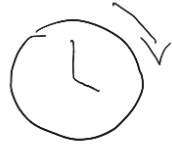


Detail: Weapons - Alternative Acquisition

weapons spawn at special locations

new bow
at!

sender
Tos



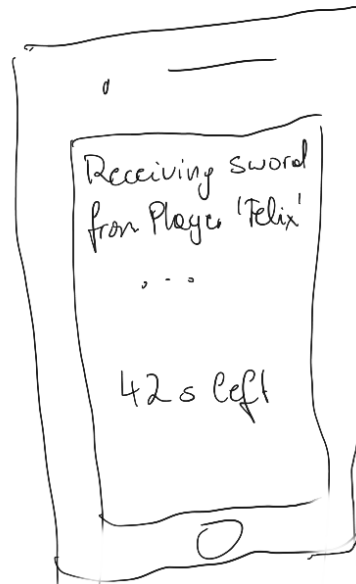
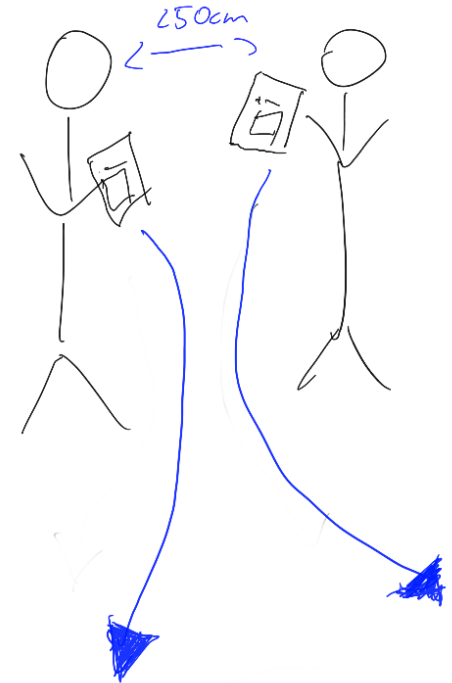
spawns in certain intervals



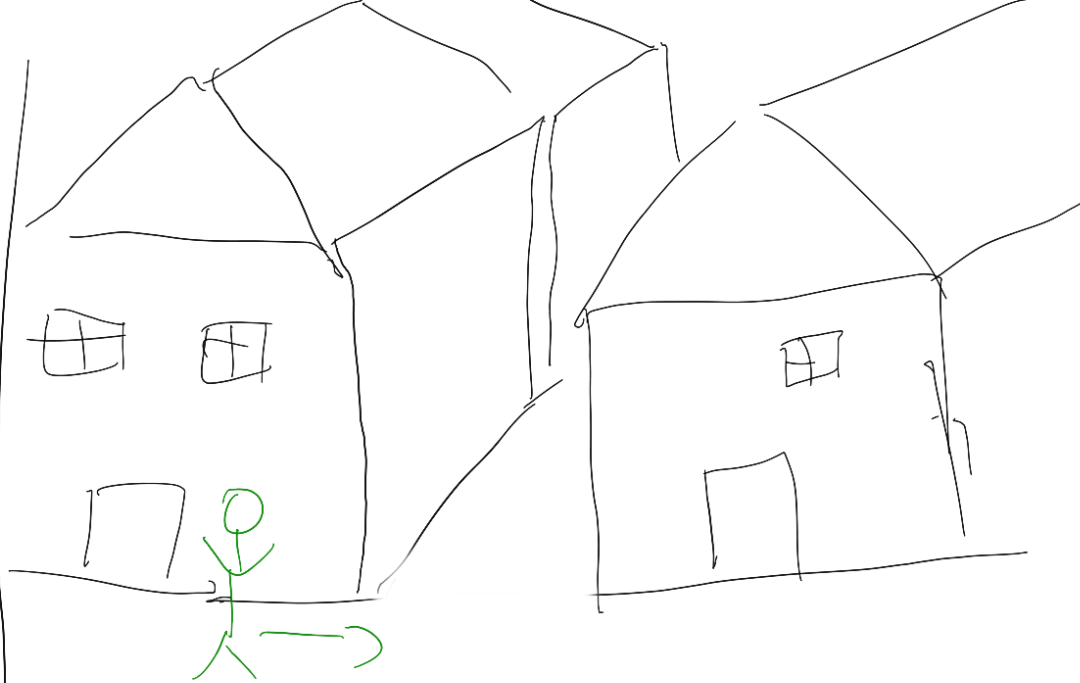
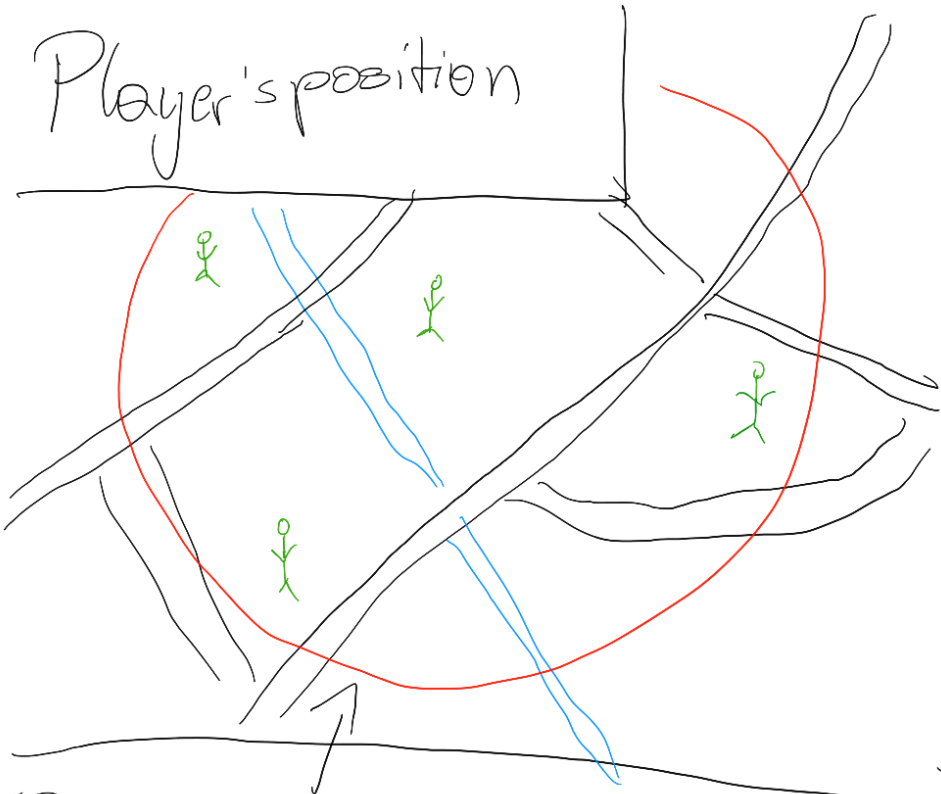
better weapons with time

Team A

Team A



Player's position

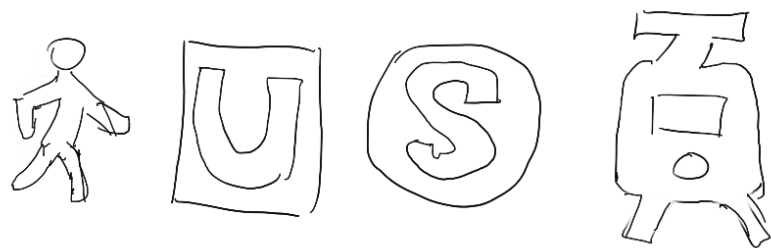


Move freely within area

Player choose start position within area

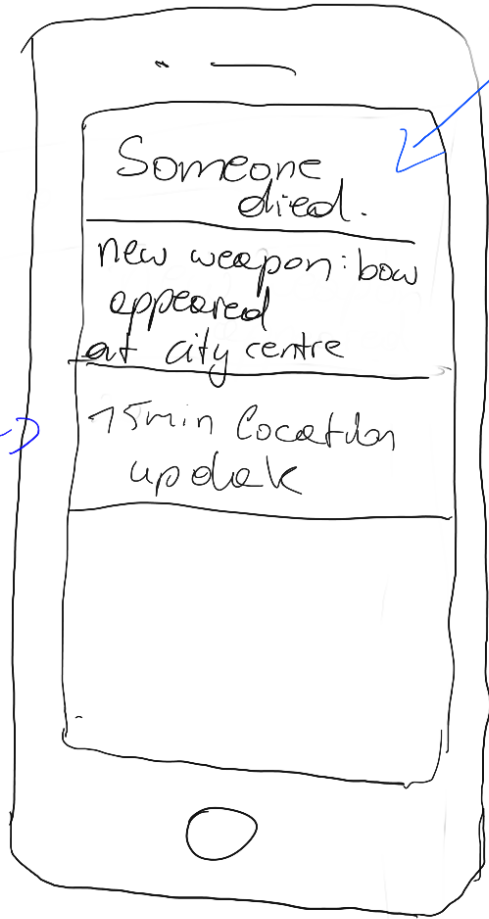


allowed means of transport:

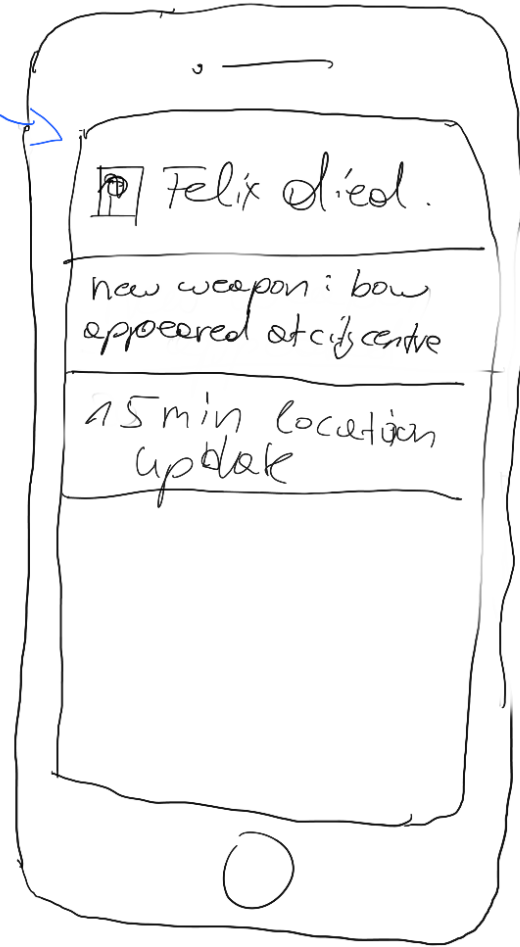


Detail - Blackboard

different info
depending on team



Phone of member
of team A

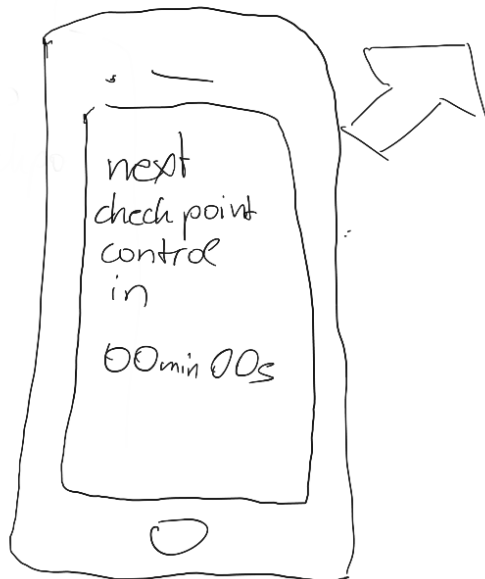
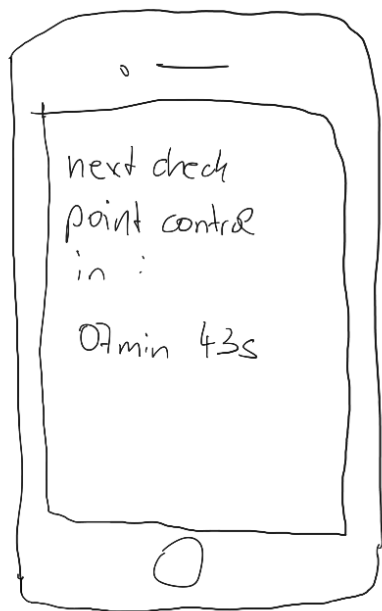
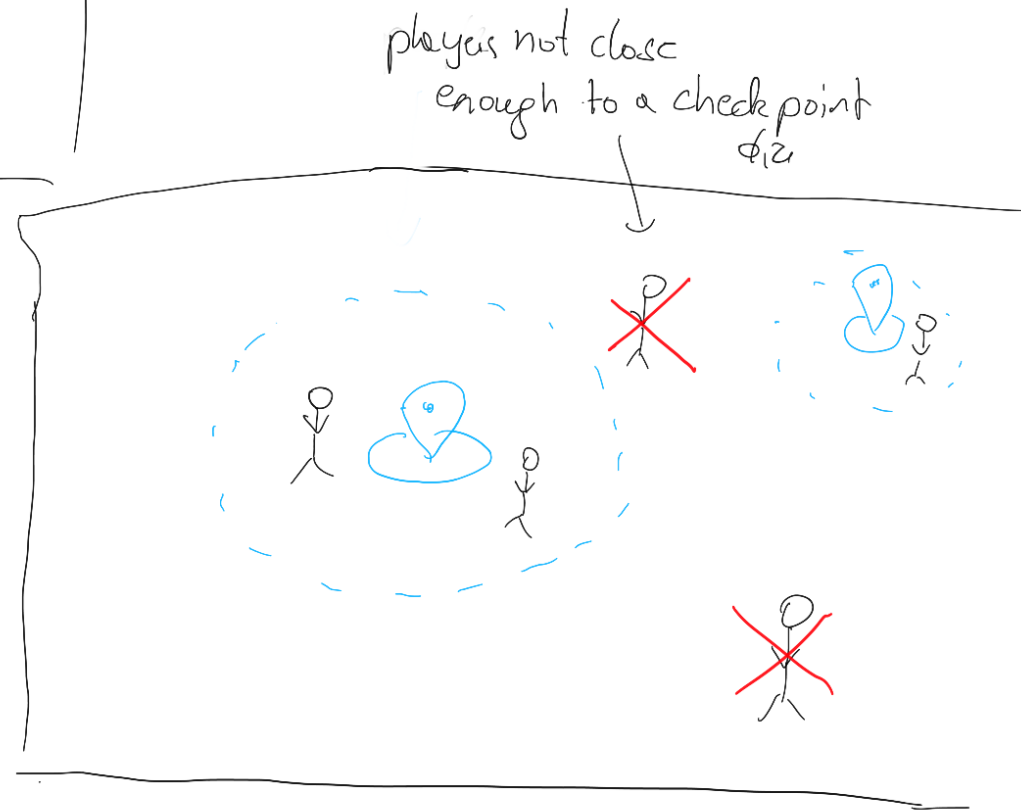
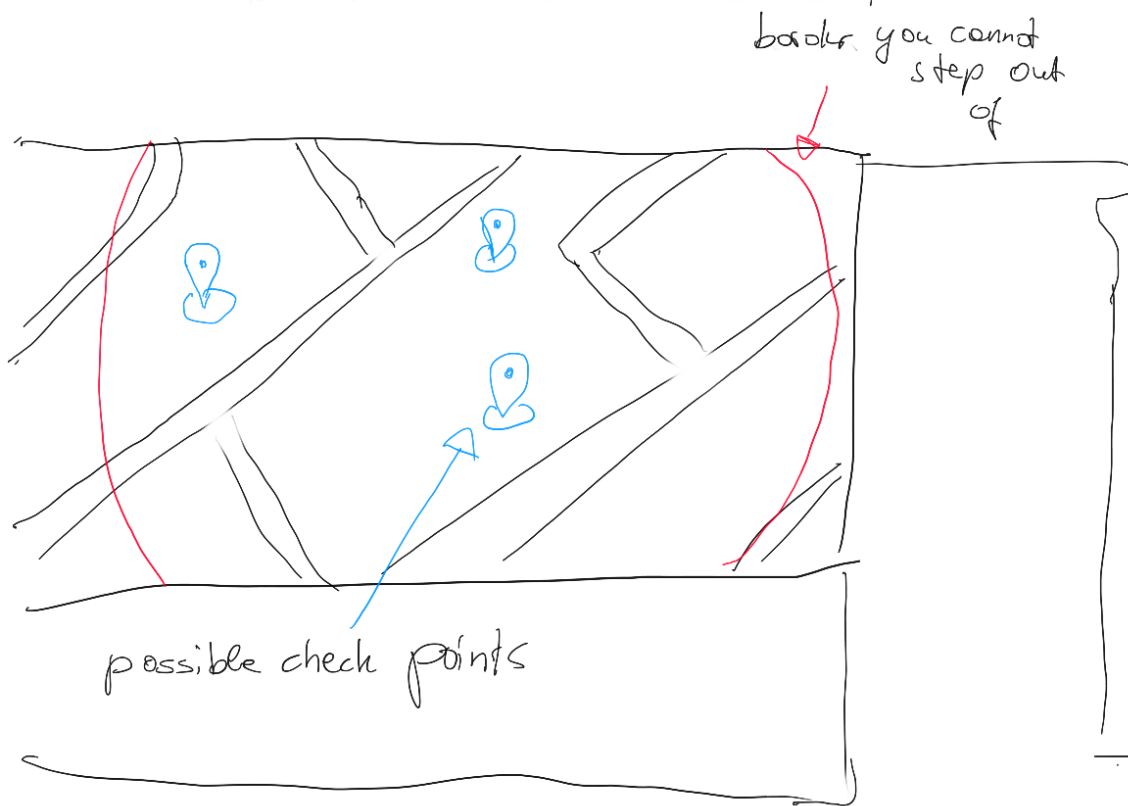


Phone of member
of team B

Various relevant
info about game

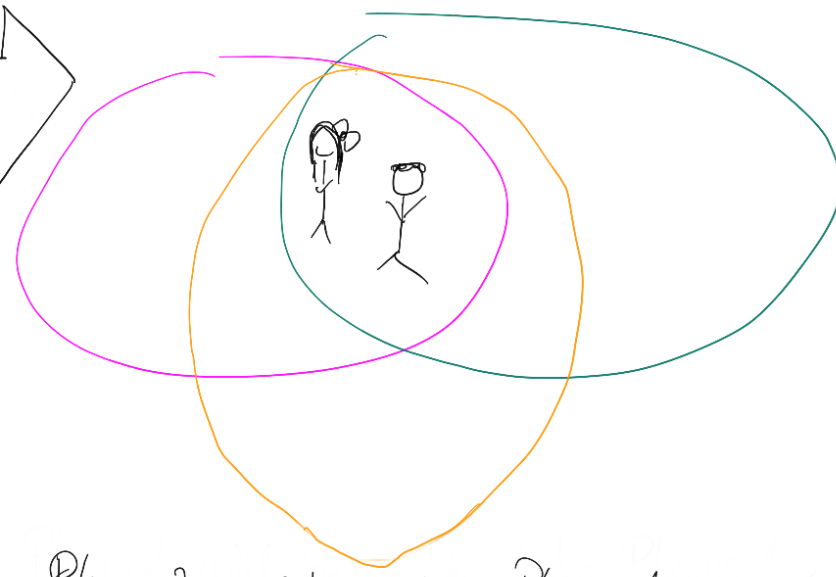
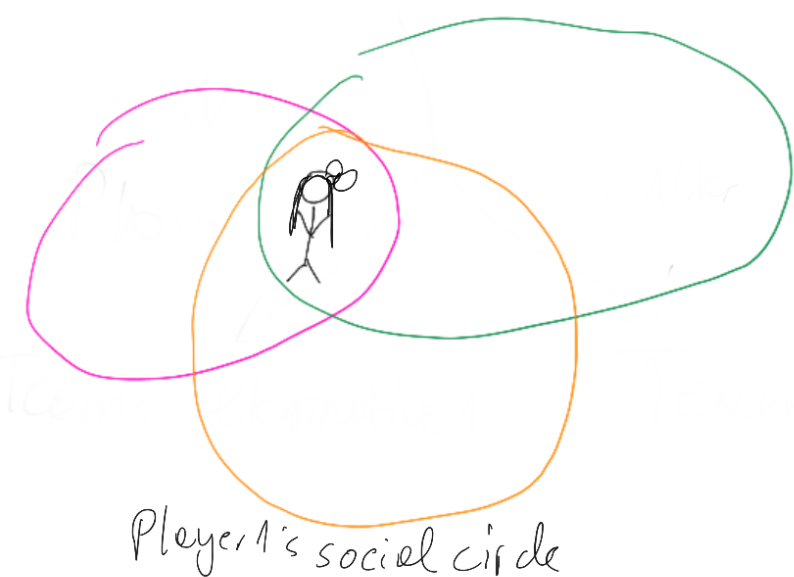
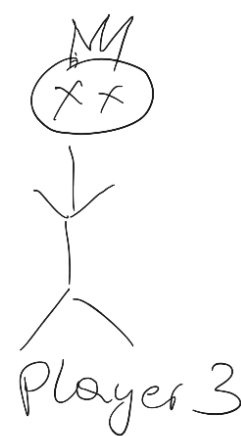
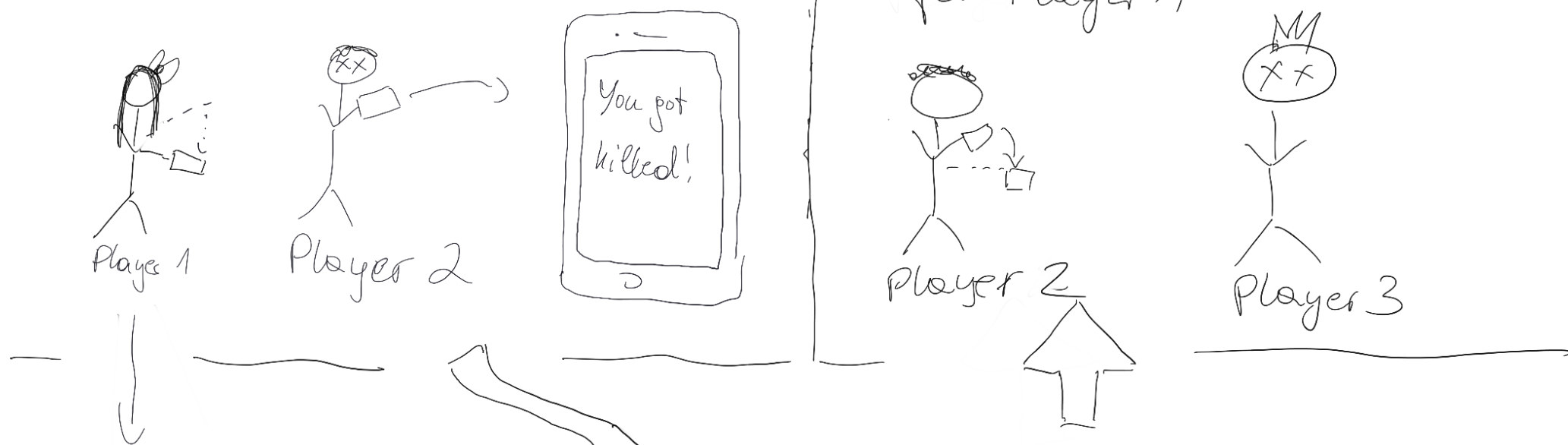
in regular
intervals,
location of
people close
to you is
revealed

Detail: Optional (but highly recommended)
feature: check points



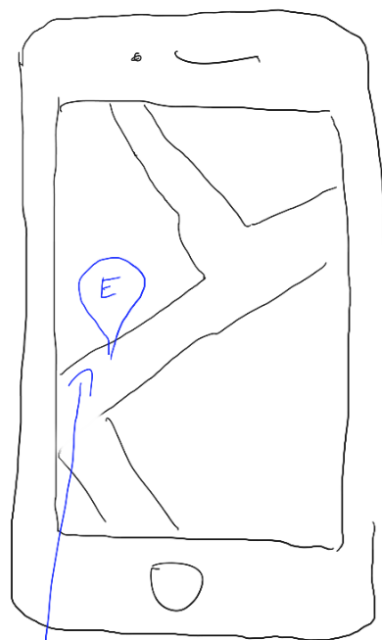
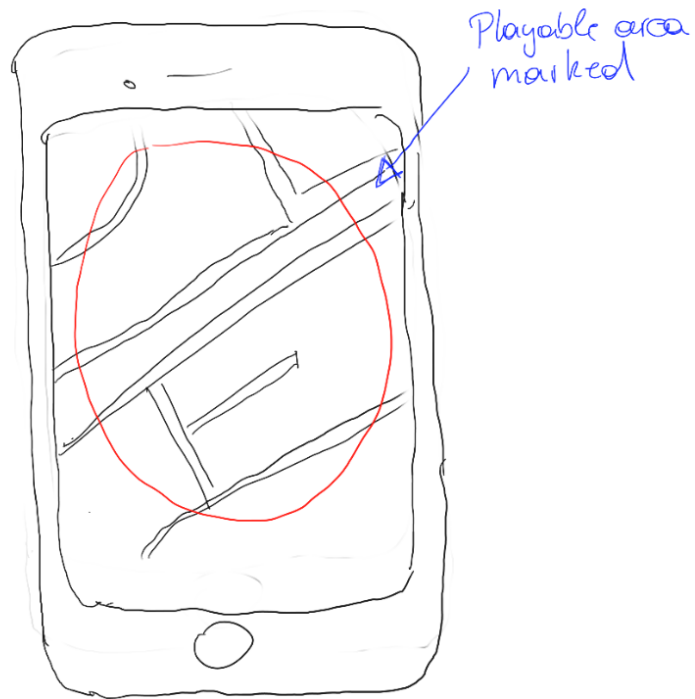
Detail: Alternative to "death" in game

Player 2 can continue to play for Player 1



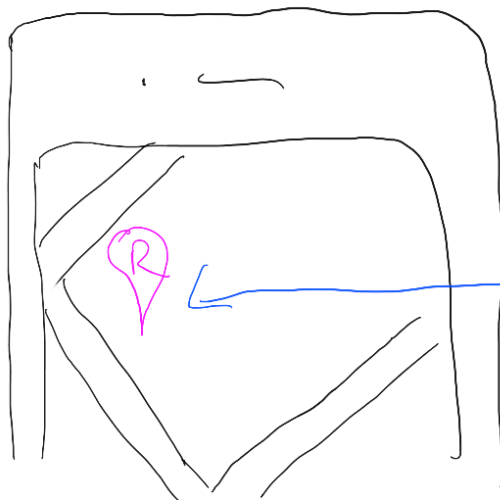
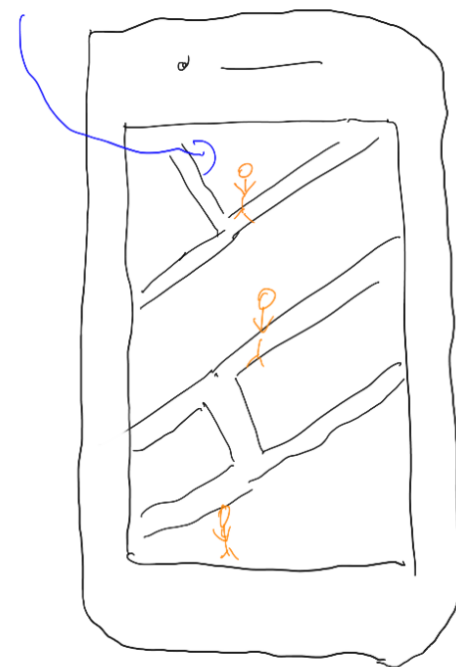
Player 2 will be put in Player 1's social circles/teams (for rest of game)

Detail: Optional idea: Info Map



Events of blackboard marked in maps

friendly players marked in map



Recommend locations to other friendly players