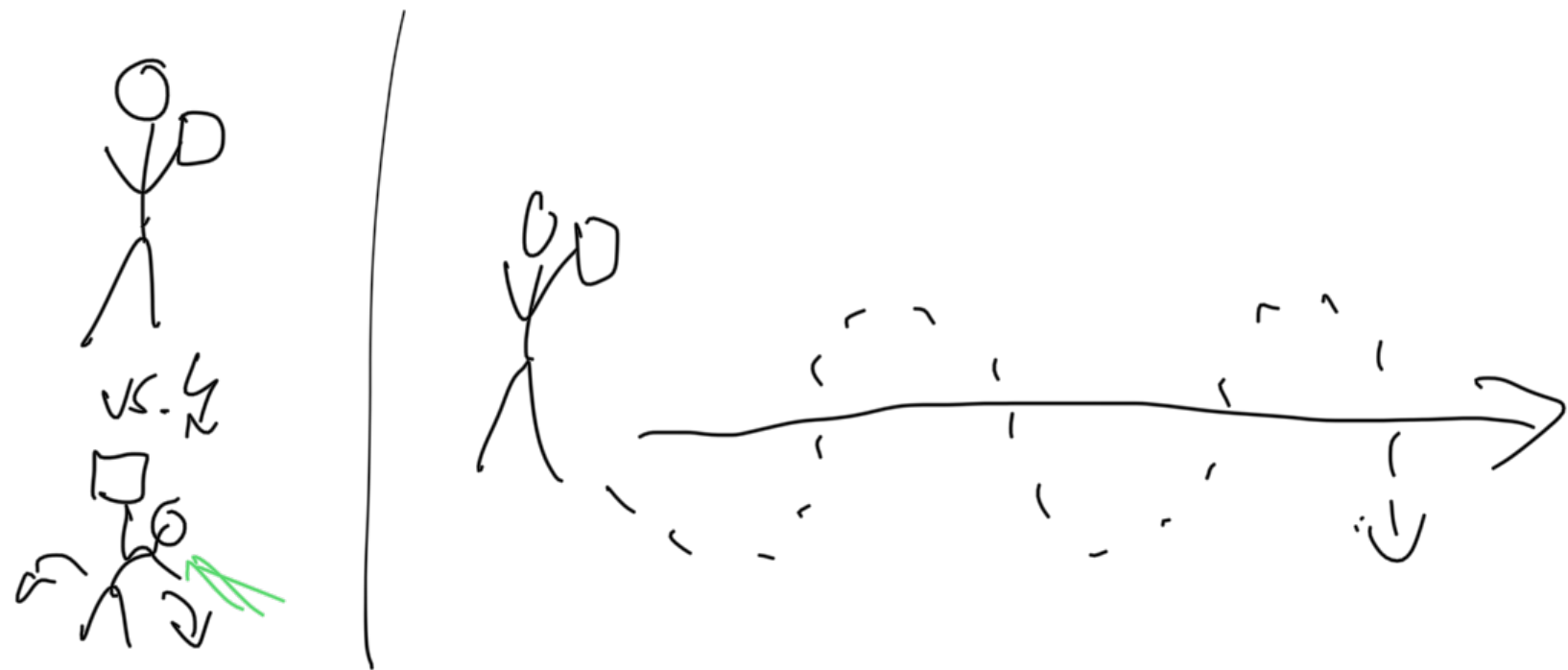
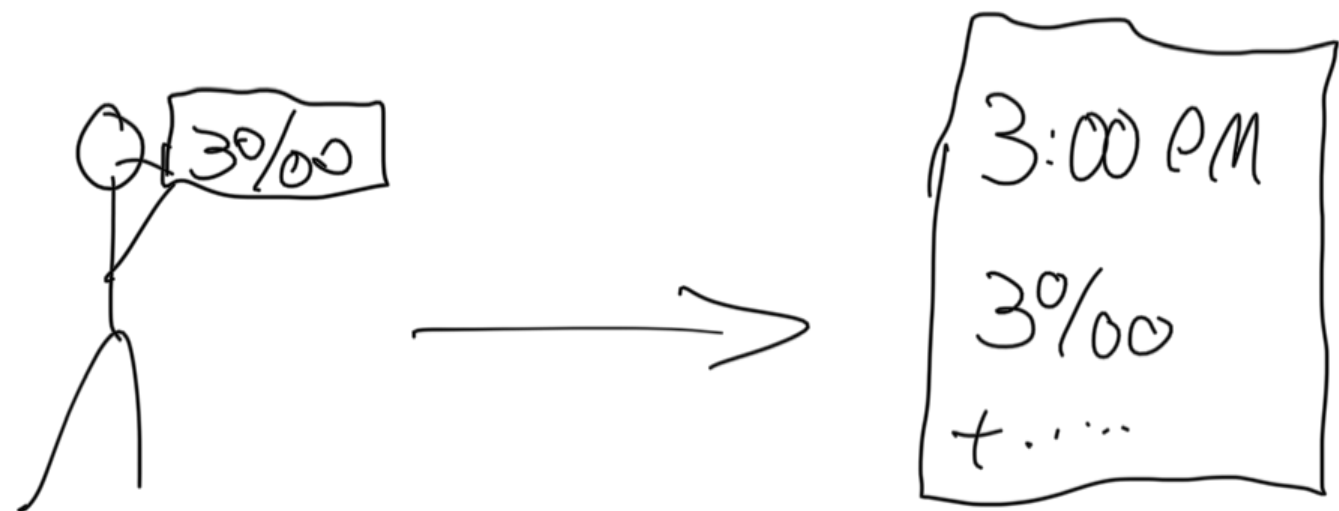


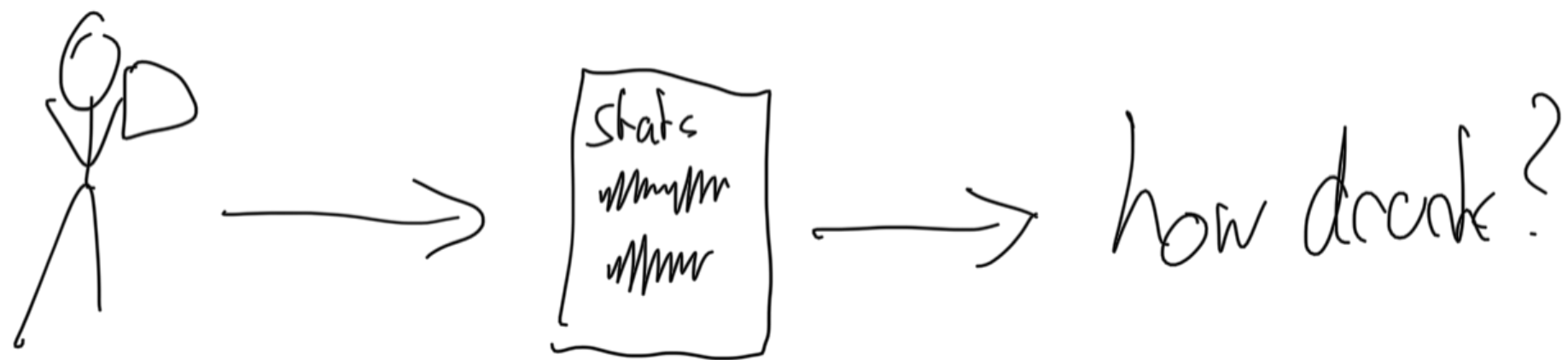
Truth or Drink



measure how "stable" someones movement is in general
or pose challenges to them like walking a straight line and use that data



enter promille wert if you are able to measure it with different devices so app can learn how much alcohol inhibits your movement

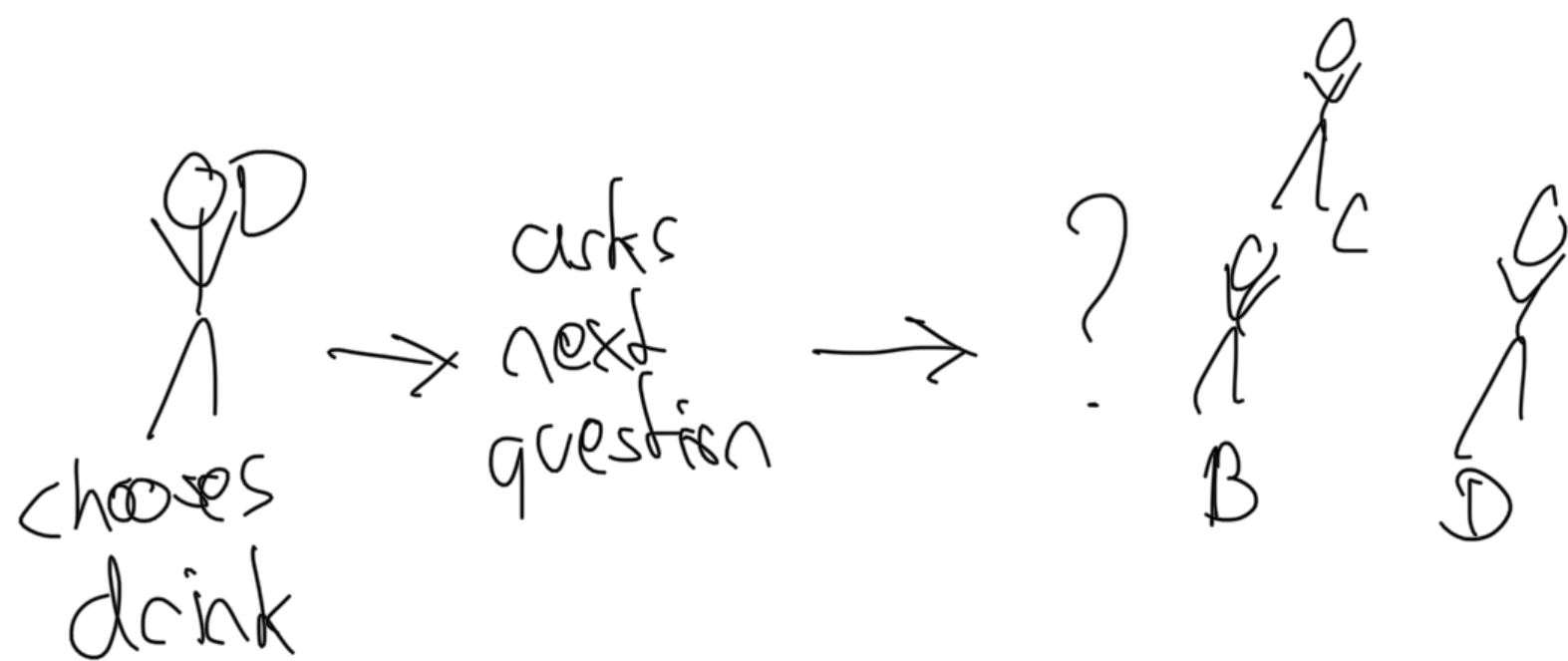


app calculates how drunk you were and saves it as a statistic

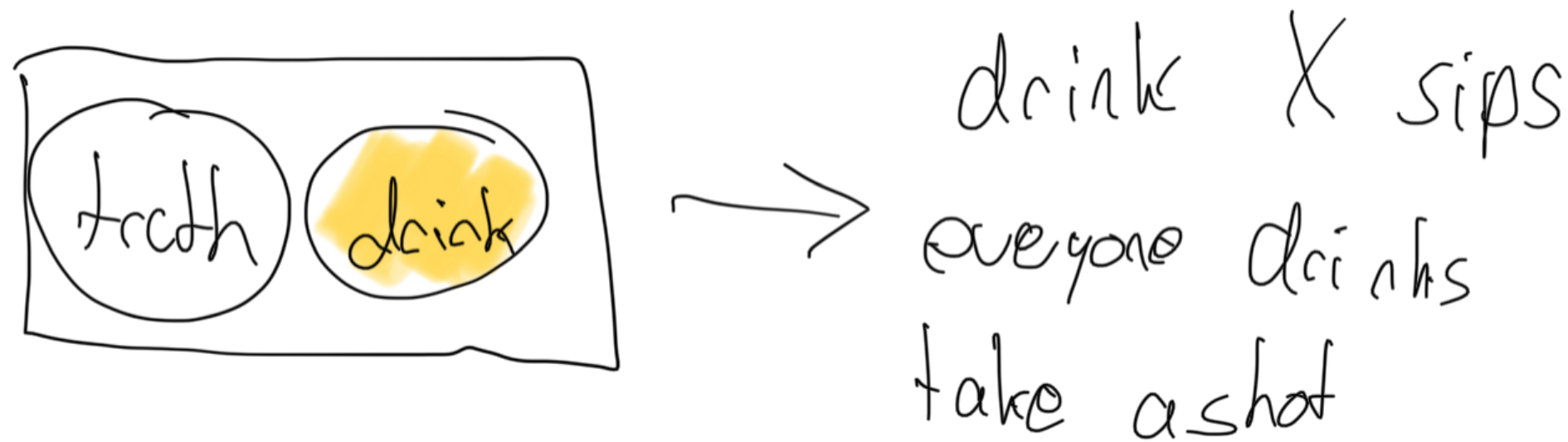
Get to know your friends



choose between truth or drink to get to know your peers better
questions either asked from a random question pool or by entering your own question for the next player



next player gets randomly assigned (not true randomness as we want to keep the distribution very even during the night)
true randomness can get too many "streaks" so we want to have a randomness that tries to "rotate" between players with very few streaks

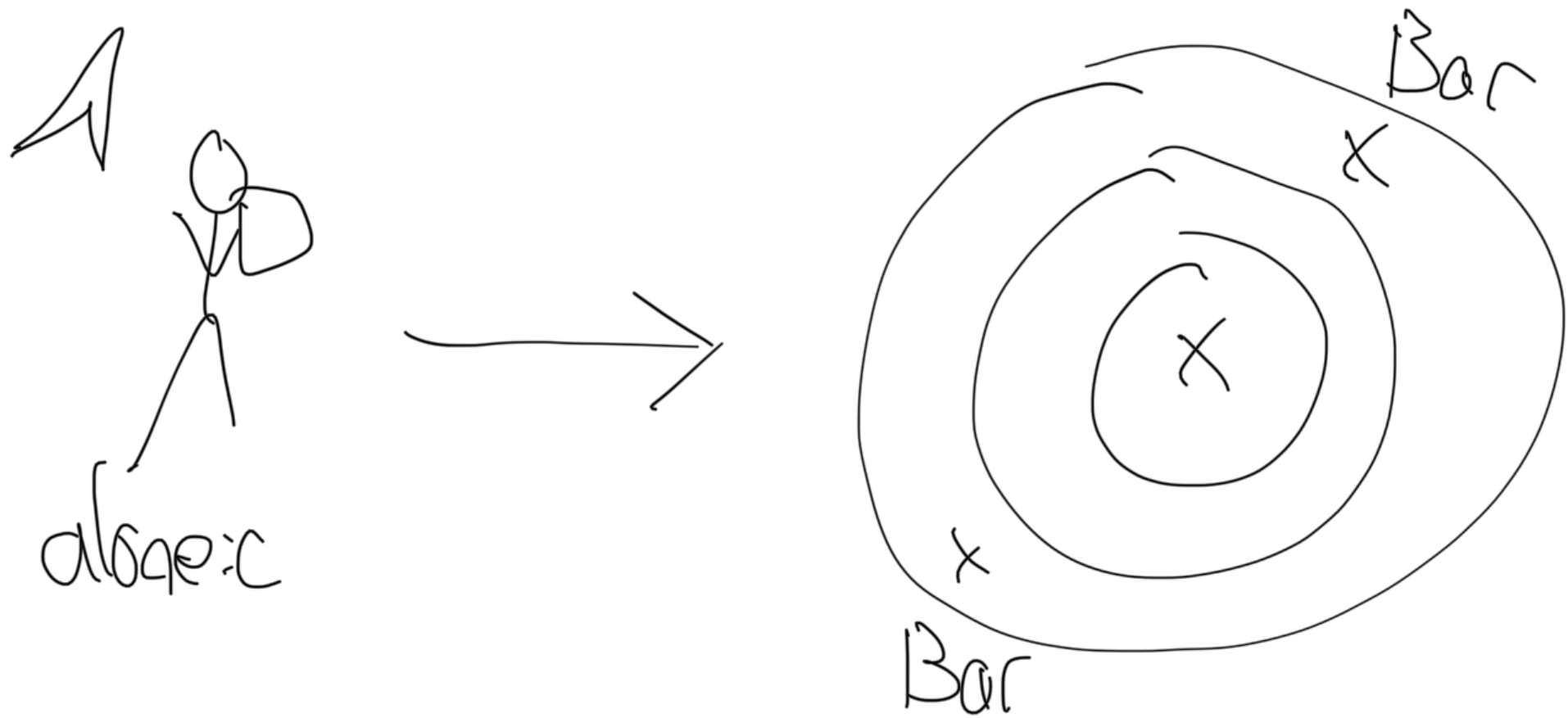


chosen options can have special events like everybody has to drink/answer the question



random physical challenges for additional "drunkenness" measuring

meet new people

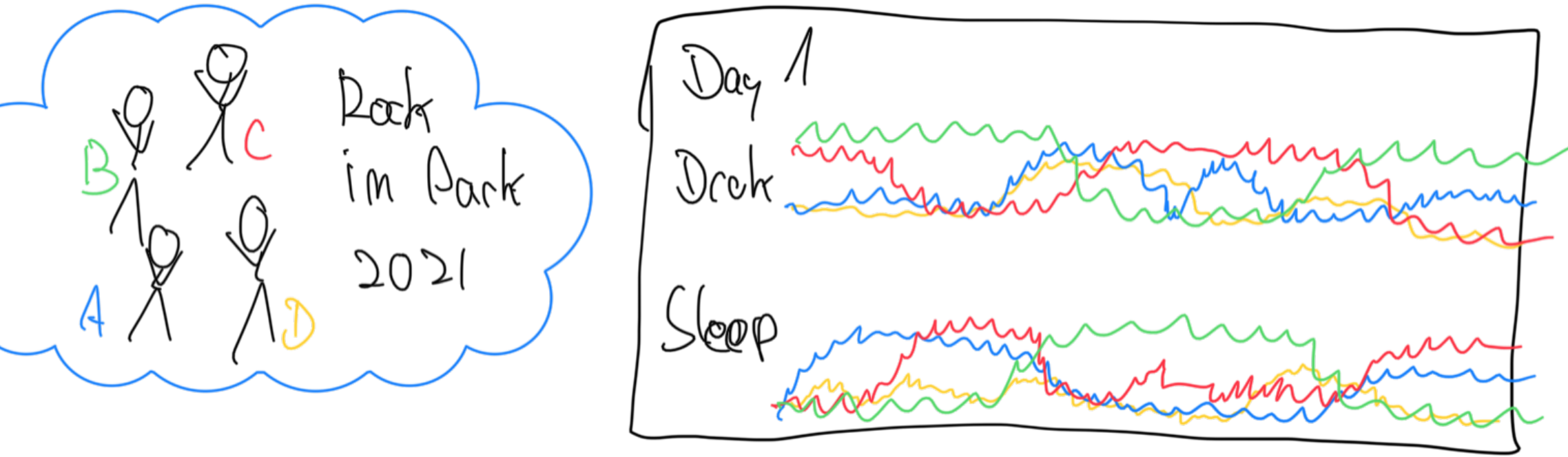


start open truth/drink sessions that are shown to others on a map who can then join you if they want, this way you meet new friends or can even go "session-hopping"

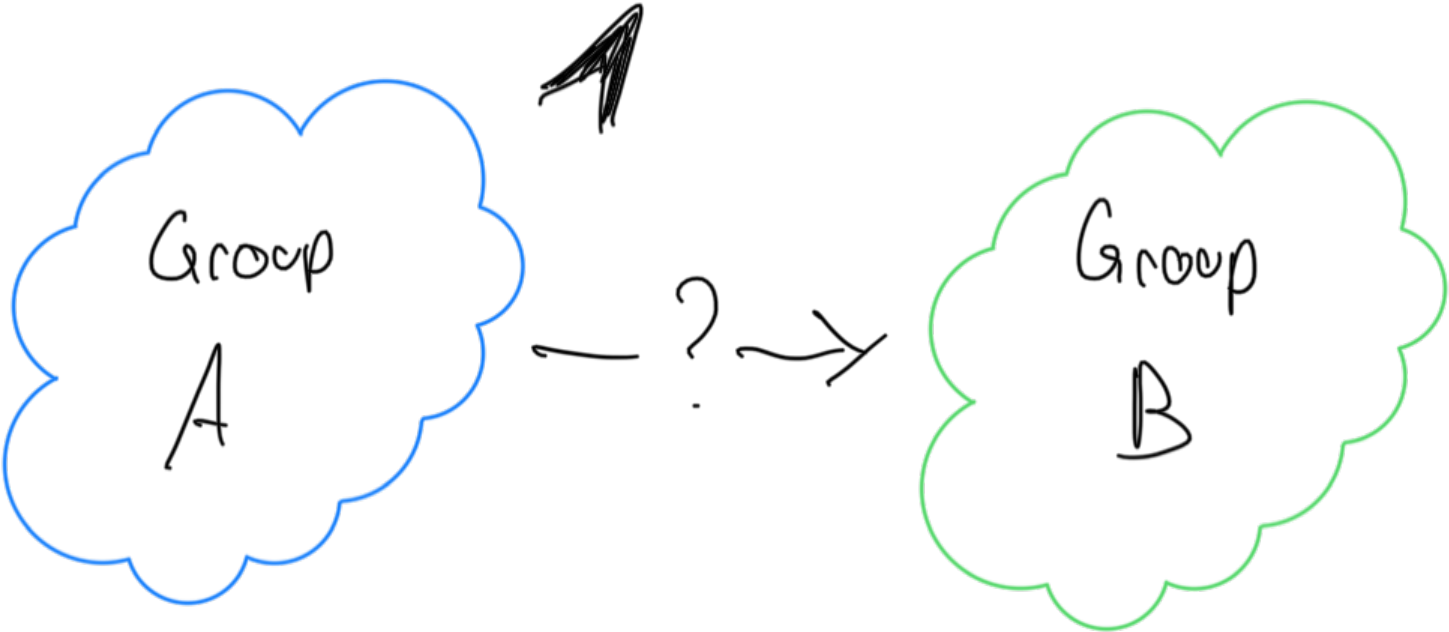
truth	+ 5 points	1. Dani 100 p
drink	+ 10 points	2. Roba 50 p
drunk	- 10 points	3. Maria 40 p

scoreboard that shows everyone you know/from your current session
you get points for taking drinks and answering questions
you loose points for failing challenges, refusing an answer, or being drunk

create groups for events / just use it for statistics



use it to keep track of your statistics during a weekend of partying or something similiar



find other groups or individuals during events that want to have fun



use the app to find new people and then quickly get to know them again using the truth or drink mechanic