

## **Design Document: Aapjes**

### Main Theme:

(Example theme, Work in progress)

You are a monkey on a tree trunk on a river. You are peddelling as hard as you can to go to the magical banana as fast as possible, because otherwise the other team will get there first. However the journey is dangerous: numerous branches are in the way and if you don't jump (or defend, dodge etc.) at the right time, you will fall off and will need to swim back to the trunk. This costs time and during which your team's trunk will move slower, giving the other team the advantage, so you must work together as a team to ensure that you are the first to reach the magical banana. May the best monkey team win!

### Controls:

Each player controls its representative character (monkey) using the accelerometer in their phones. E.g. making an upward motion would translate to the monkey jumping. In the future we might add support for non-smartphone devices via a website where you can control the monkey without motion controls.

### Setup:

The game involves a large screen (or multiple) which feature QR codes for the players to scan, corresponding to a given team. Your smarthone will then show the sort of controls the player has access to (images depicting the movements).

The large sceen shows the multiple teams on their "boat" (depending on theme) and the representative characters on that boat.