

Design Document: Chosen Concept: Monkey Rush (provisional name)

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 smartphone will then show the sort of controls the player has access to (images depicting the movements).

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

Feedback Resolution:

- How to balance teams in an auditorium: We will give players two choice: Either everyone chooses their team based on their position in the auditorium (left vs right side) and scans a corresponding QR code or everyone scans a single QR code and it auto-balances the teams
- How to scale the game: The projected size of the auditorium is smaller than 200 people, which means we can have either 4 teams of 50 (where each boat features a grid of say 4x12 characters) or 2 teams of 100, where the "boat" could be split up into sections that also feature seperate grids (so two 4x12 grids per boat). If the auditorium has far more people, say 1500, then we have to assume that they split up the audience between multiple monitors to accomodate.
- How to make each character be meaningful: We will add bonuses and penalties for succeeding as a team. That means that if everyone on your boat dodges an object, the boat will get a speed bonus of some kind. If a lot of people do not dodge the object they will be penalized in some way as well (aside from falling off).
- How to encourage collaboration: Everyone has to perform the same action at the same time, so the team can collaborate by timing a dodge properly.