THE PROBLEM
- characteristics
  - Waiting in an auditorium
    - Before an event
    - During breaks
  - People are waiting and possibly bored
  - People want to have fun
  - People want to be entertained
- constraints
  - must be social
  - must require a small space per player
  - must be easy to setup
  - Drop in
  - Drop out
- challenges (design and technical)
  - time
  - having multiple a large audience
  - feeling significant

THE SOLUTION
- main idea (game design, game mechanics)
  - Jump over obstacles
  - Get to the finish
- why it works
  - Competitive
  - Collaborative
  - Personal
- what kind of player interaction (also what technology is required?)
  - smartphone
  - move your phone up or down to jump
- limitations and issues
  - you need a smartphone
  - you need a beamer or screen
  - 200+ people per screen is too much

THE ABSTRACT

Waiting for a lecture to begin should be more fun. That is why we created RiverRush, a collaborative and competitive multiplayer game that takes on the challenge of entertaining a large audience in an auditorium. The game encourages people to work together as a team to beat other teams by using directional movement through their smartphone as input.