

Our group, Group 6, is called the Dare Devils. Our group members are Danny Kahn, Jordan Camina, Zach Gerndt, and Mugdh Agarwal. We came up with the idea of making a game for our app. We all enjoy socializing and thought it would be a fun and unique idea to create a game for social settings that take people out of their comfort zone. Our tentative name for this game is called PeerPressure and this is what we currently envision for the app/game:

Game App Name: **PeerPressure**

Step 1: Players, likely a group of friends, log in to the app through their Facebook or account information that is accessed through an online server. All players are then connected into one game room.

Step 2: All players write a really good & outgoing dare/action/funny performance, etc. that they want to see someone else do during the game. The time limit to write your dare is 1 minute. If a player becomes desperate as they run out of time, they can hit "random secret dare" that automatically makes a dare for you, but they also forfeit a small percentage of their points by doing this for that round.

Step 3: When everyone has inputted their answers, the game proceeds then randomly chooses two players whose dare answers will battle against each other.

Step 4: The two player's inputted dares come up on the screen (but does not show who wrote which dare) and everyone else that is playing votes on whose dare they would rather see done. (Keep in mind that no one knows who will be doing the dare that gets chosen so there is no singling someone out).

Step 5: After all players have voted, the player whose dare got the fewer amount of votes has to do the dare that beat them in the round!

Step 6: The player whose dare had the fewer amount of votes then executes the competing dare and everyone votes on a scale of 1-10 at the end of the dare performance on how well they thought that player completed his or her dare task.

Step 7: This will repeat until all dares have been used and this goes on for as many rounds as the friends choose. Players can choose to continue to further rounds or finish the game and the scores will then be totalled up.

Step 8: The winner at the very end is the person who got the highest point total after all rounds have been completed.

After reviewing our classmates' suggestions, here are our ideas for additional features and improvement:

- Everytime a dare is written, there will always be a warning that says to keep dares safe and appropriate. We will also potentially have a system that checks for words that are not appropriate for dares ("kill," "slap," "destroy," etc.).
- In addition to our online platform, we plan on creating a local mode that does not require internet access and can played on a single device that is passed around by friends, time permitting.
- We believe we will change the scoring to be on a weighted system. For example, 60% of one's points will come from the amount of upvotes they received from their dares to award the player that is able to come up with the "best dare." The remaining percentage of points will come from the voting by the other players on a player's dare performance.
- We will have an environment selector for the group playing. For example, a group of close friends could select "Friends Mode" and a group of co-workers could select "Co-Workers Mode." With these different modes implemented, each will contain a separate and more appropriate packs of dares.
- We also want to potentially implement a "Save," "Steal," or "Pass" function. Each player has the option once a game to save another player and do that dare. They can also pass it to a friend if they don't want to do the dare or if they really want to see someone else do a particular dare.
- If the votes on the dare end in a tie, the game will randomly choose between the two dares that are picked OR the players whose dares' tied will have to do the dare of the other person. This is something we will determine at a later time.
- Time permitting, we also may add additional features such as music, sound effects, a logo, and additional graphical updates.
- As a further project past the scope of this class, if the app is a success, we also would love to add an integration for Android TV. This way, players could compete together on a TV in a social setting.