



Peer Pressure

Enter if you Dare

BUSINESS DEVELOPMENT TEAM



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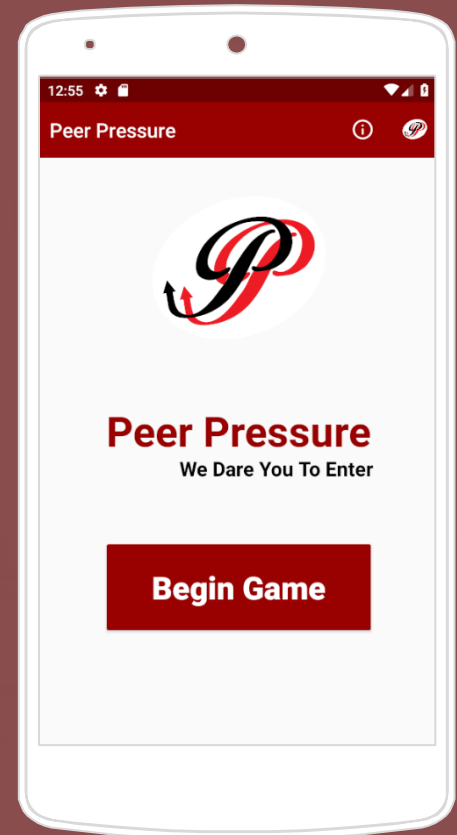


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INTRODUCING : PEERPRESSURE

- Goal: Come up with a game that crowdsources “dares” from a small group with a mobile app interface.
- Simplified Gameplay/Main Functionalities:
 - Creates a lobby + share lobby code with the people he or she is with to join in.
 - Multiple rounds, each user submits dare, dares randomly matched up, group votes on best dare.
 - Winner gets points, and loser performs the dare; loser gets points for performing dare well.
 - “The Final Round:” two lowest scoring players do dare of the group’s choice, whoever performs the dare worse loses the game!



MOTIVATION FOR DEVELOPMENT



Motivation

We wanted a new **social activity** for the nights we stayed in and before going out.



Purpose

To provide a **free, fun, interactive** activity for groups of all types (friends, family, colleagues).

METHODOLOGY

Game App Name: **PeerPressure**

Step 1: Players (likely a group of friends) login to the app through their fb/account info 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/perform during the game. The time limit to write your dare is 1 minute (if you get desperate as you run out of time you can hit "random secret dare" that automatically makes a dare for you).

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

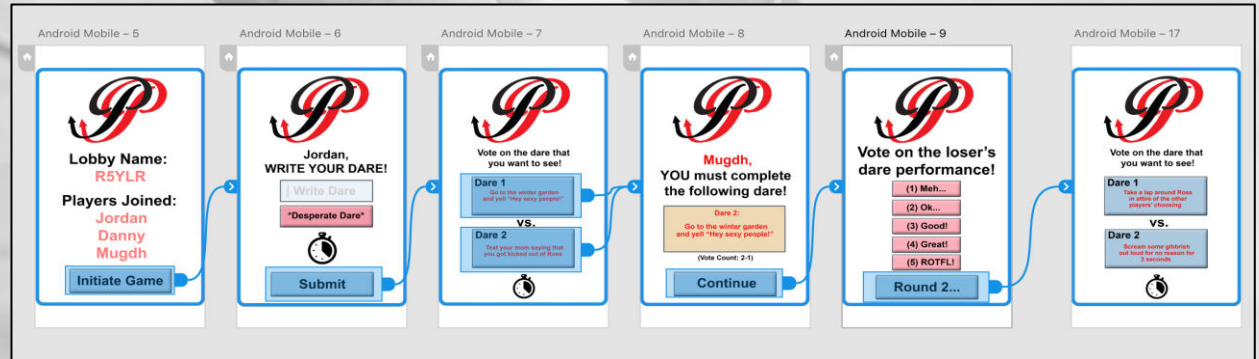
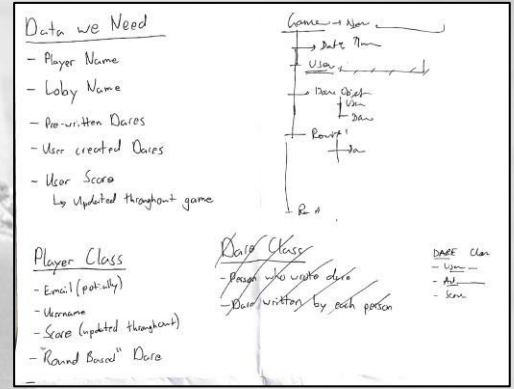
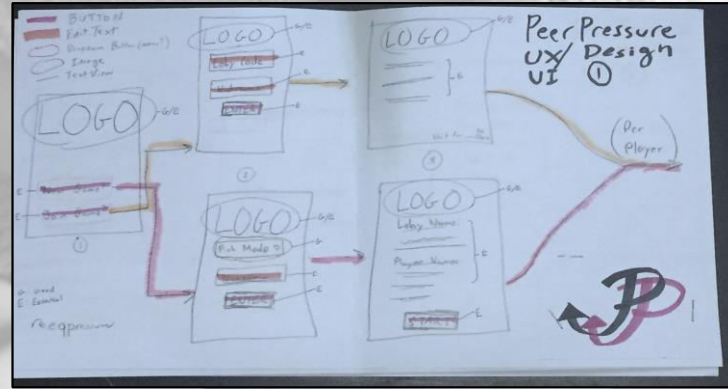
Step 4: The two player's inputted dares come up on the screen (but does not show who wrote which dare) and everyone else that is playing votes on whose dare they would rather see done. (Keep in mind that no one knows who will be doing the dare that gets chosen so there is no singling someone out).

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 who lost then executes the 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: The winner at the very end is the person who got the highest average vote after all rounds have been completed (meaning all dares have been voted upon during the rounds).

We are looking forward to hearing feedback for improvement and clarification from the class. Thanks!



STRUCTURE AND FUNCTIONALITIES



Firebase



Android
Studio

FUTURE DEVELOPMENT PLANS

Additional Player
Modes



Proper Database Security



Censored Dares for
Certain Player Modes



iOS Compatibility



Single Phone and
Offline Integration

