

# Team Cabana:

This doc contains some game ideas that came out of our brainstorming session.

In addition to the ideas, we also have certain concepts that we hope to have in whatever game that we will choose to develop. These include:

- Use of geolocation
- Idea of having a leaderboard
- Interaction with other devices e.g. smartphones with people both in and out of the car
- Making a collaborative game - other people in the car can participate

## Initial Brainstorming Game Ideas with Descriptions

- Jeopardy/Trivia/Location-based Trivia
  - There are categories and scoreboards like the TV game show. Players accumulate points for getting trivia correct and lose points for answering incorrectly.
- Draw something
  - Players take turns drawing something, and other players try to guess it. Can be based on who guesses it correctly (in one try), who guesses it first, or a combination of the two.
- Karaoke
  - Sing solo or as a group with lyrics displayed on the head unit.
- I Spy
  - One player finds something in the environment and other players have to find it.
- Mood Setter
  - Gives questions/prompts that fall into certain mood categories (happy, reflective, existential, etc.)
- Driving test performance evaluation
  - Games to help become a better driver (could give corrections, warnings, pointers, etc. based on driving behavior)
- Hot seat
  - One person in the car is in the “hot seat,” meaning all other players can ask any question to that player and they have to answer.
- Mafia
  - Players work together to try to figure out who among them is the “mafia” or assassin that is killing the others.
- Upper body Dance Dance Revolution

- Players earn points by being the better dancer and matching the movements on the head unit. Would probably involve gesture tracking.
- Heads Up
  - Given a category, one player must try to guess what the related word/phrase is based on the clues given by other players. For example, if the category is “movies” and the phrase is “Lion King,” the clue-givers can say “Everything the light touches is our kingdom” as a hint.
- Monopoly
  - A digital version of the classic board game in which players take turns moving around a board, acquiring property/value along the way and perhaps losing money if unfortunate.
- Guess the song
  - Small sections of songs are played over the speakers and players must try to be the first to guess the song correctly. Could be filtered by genre, artist, decade, etc.
  - Can be categorized by genre. So, older people might prefer guessing on the 80s while millennials might prefer pop
- Conversation Starter
  - Interesting prompts that get the conversation going.
- Fish Bowl
  - All players contribute a number of random words, phrases, etc. (could be places, quotes, pop culture references...) to a “fish bowl.” Then, each player takes turns pulling something out of the fish bowl and acting it out, giving one-word clues, or other variations on procedure and tries to get players to guess the word.
- Escape the Room
  - Start the game trapped in some location and use your wits and resources to escape.
- 20 Questions
  - Think of something and try to get the machine to guess it within 20 questions.
- Mario Kart
  - The classic Mario Kart racing game.
- Apple games iMessage
  - Get inspiration from Apple iMessage games (8 ball, beer pong, word blitz, etc.)