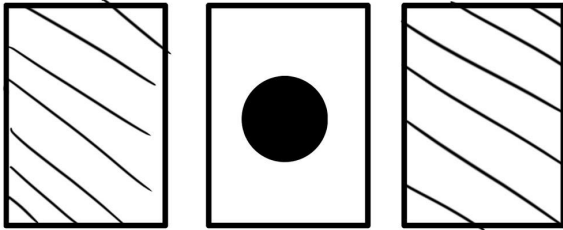# 1KM Mall Track Proposal

Table of contents

- QR Memory Hunt
- Scan, Play, Rewards
- Track of Rewards
- AR Treasure Hunt
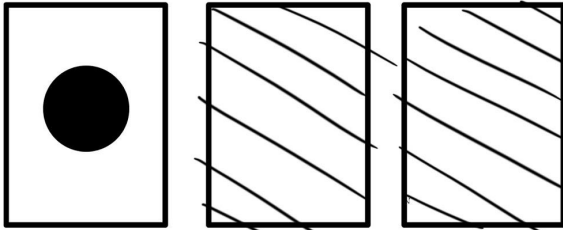
QR Memory Hunt

- Scan QR codes and match 2 of the same ones

- QR codes reset every ¾ hours

- Point redemption system

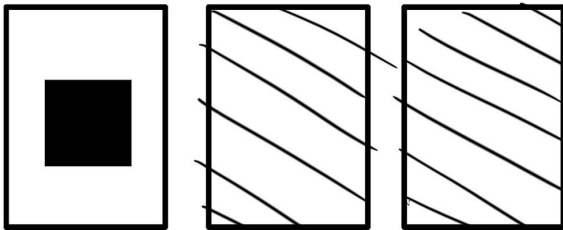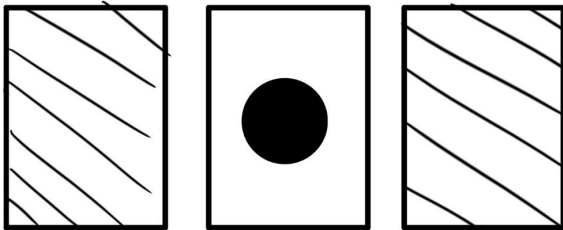- First few People get more points than subsequent ones

① Memory GAME

Flip the cards
2 at a time

✓ Same pattern
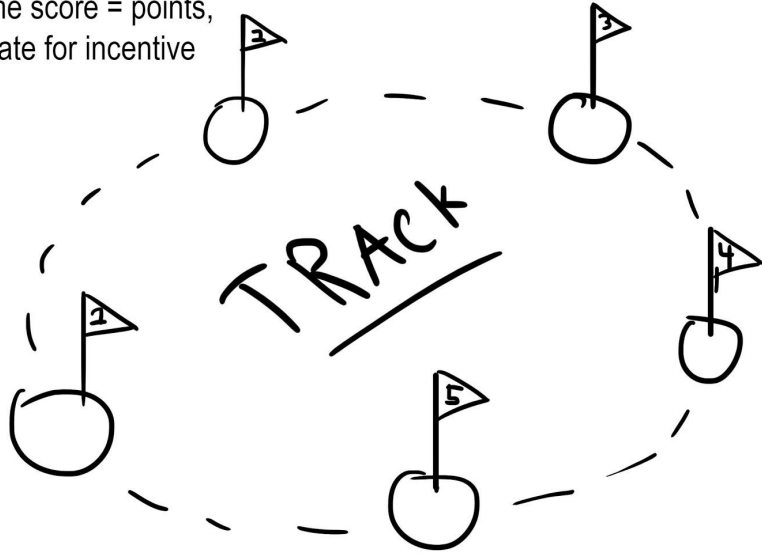

✗ Different Pattern

Scan, Play, Rewards

- Scan QR codes to play minigames
- Minigame score = points, accumulate points for incentive
- 4-5 Different minigames
  - Memory Game
  - Tap Tap
  - Puyo Puyo Type
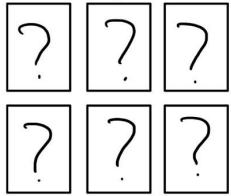 - Space invader
  - Bullet hell

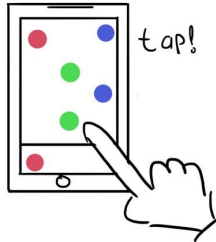# ② Scan, Play, Rewards!

Scan QR codes to play mini games:

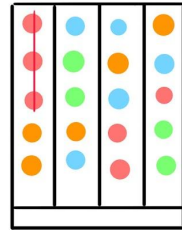Mini game score = points,
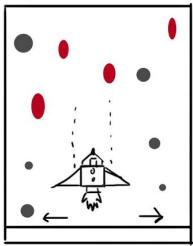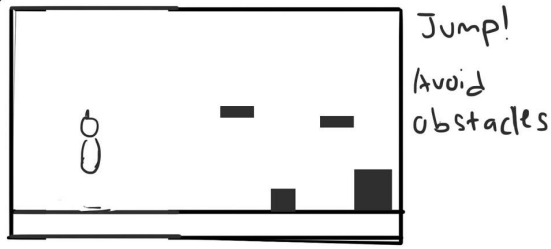accumulate for incentive

TRACK

① Memory Game

② Tap - tap   tap!

③ C.Crush

④ Space Invader

⑤ Obstacle Game
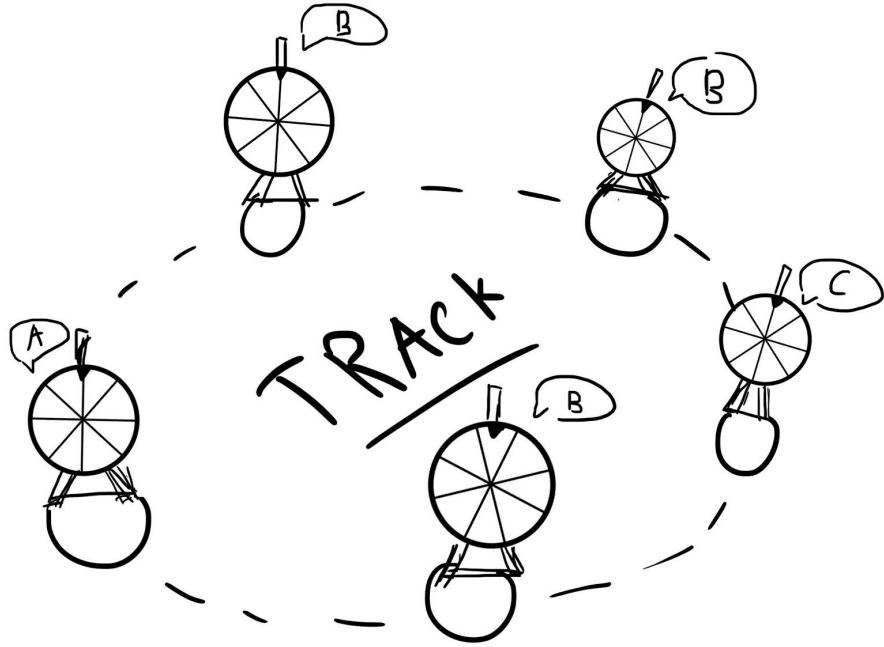
Jump!

Avoid obstacles

Track of Rewards

- **Type 1:** Move around the track to hit checkpoints in a certain order to complete and play 1 minigame

- **Type 2:** Play a minigame at every checkpoint

- Minigames can be combined with the app which they have to complete to claim rewards

- 4-5 different minigames
  - Memory Game
  - Tap Tap
  - Puyo Puyo Type
  - Space invader
  - Bullet hell

Wheel of Fortune

- Player has to spin the wheel at every checkpoint
- If they get 3 symbols that match in one run, they get incentives

③ Wheel of Fortune
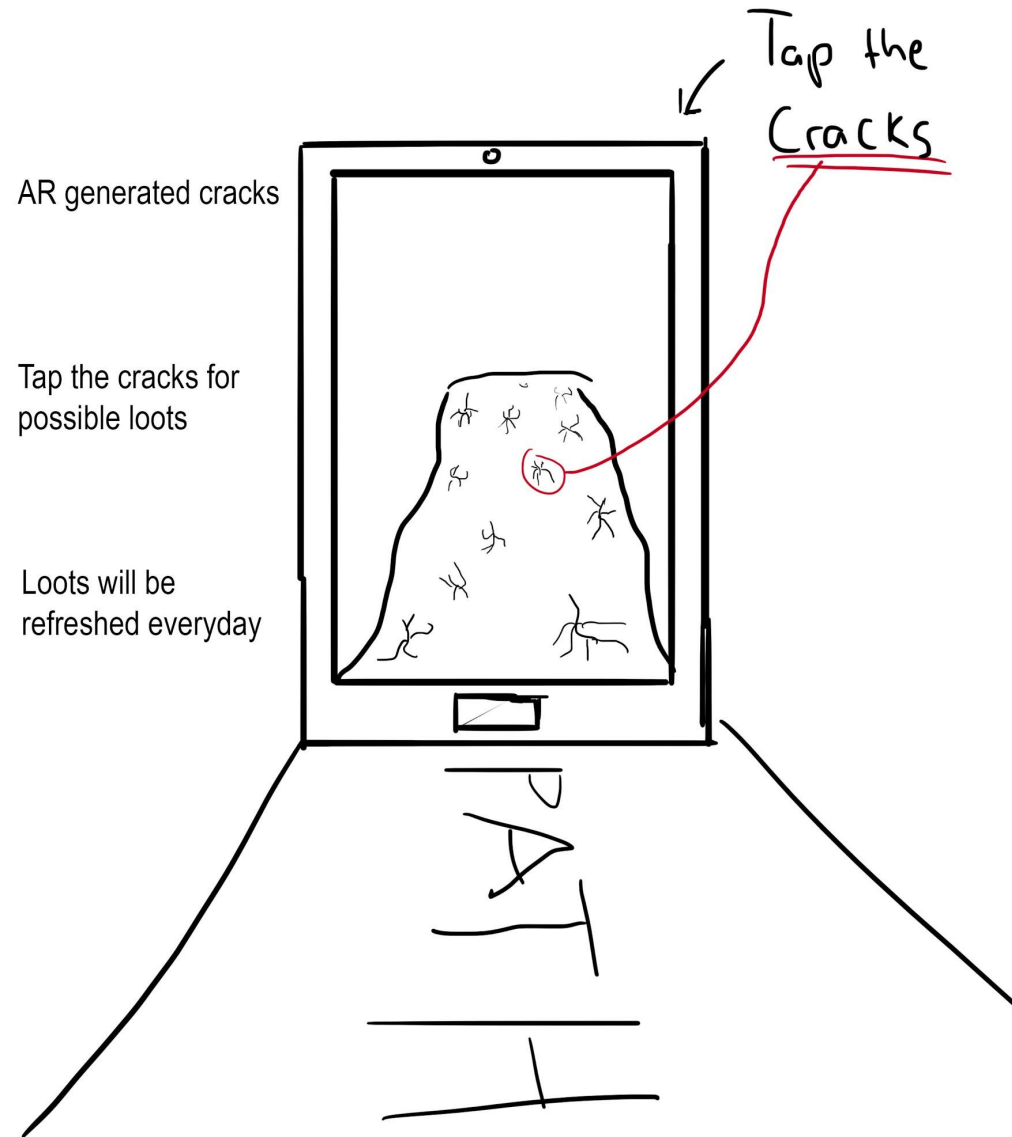

Spin the wheel at each station

Get 3 of the same symbol & win prizes

AR Treasure Hunt

- Use AR to view randomly generated "cracks" on the floor to be opened

- Tap on cracks to check for possible loots

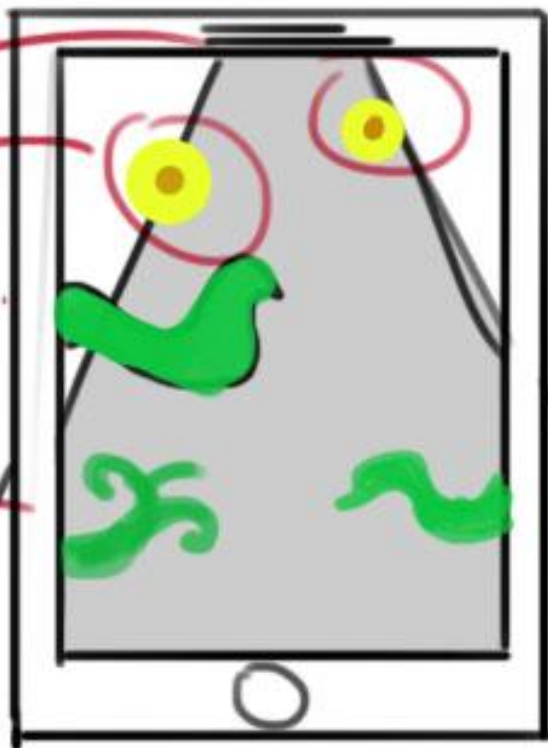- Loots will be refreshed daily

④ AR Treasure Hunt

Tap the
Cracks

AR generated cracks

Tap the cracks for
possible loots

Loots will be
refreshed everyday

PATH

AR Obstacle Course

- Use AR to view randomly generated obstacles along the path
- Player has to swipe away the obstacles
- Collect "items" specific (golden apples)
- Avoid all other items and obstacles

⑤ AR - Obstacle Course:

Collect :)

Avoid!

Obstacles generated through AR

Player must swipe away obstacles

Collect items e.g "Golden Apple"

↑PATH↑