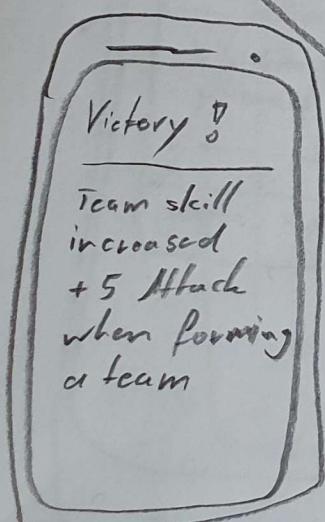
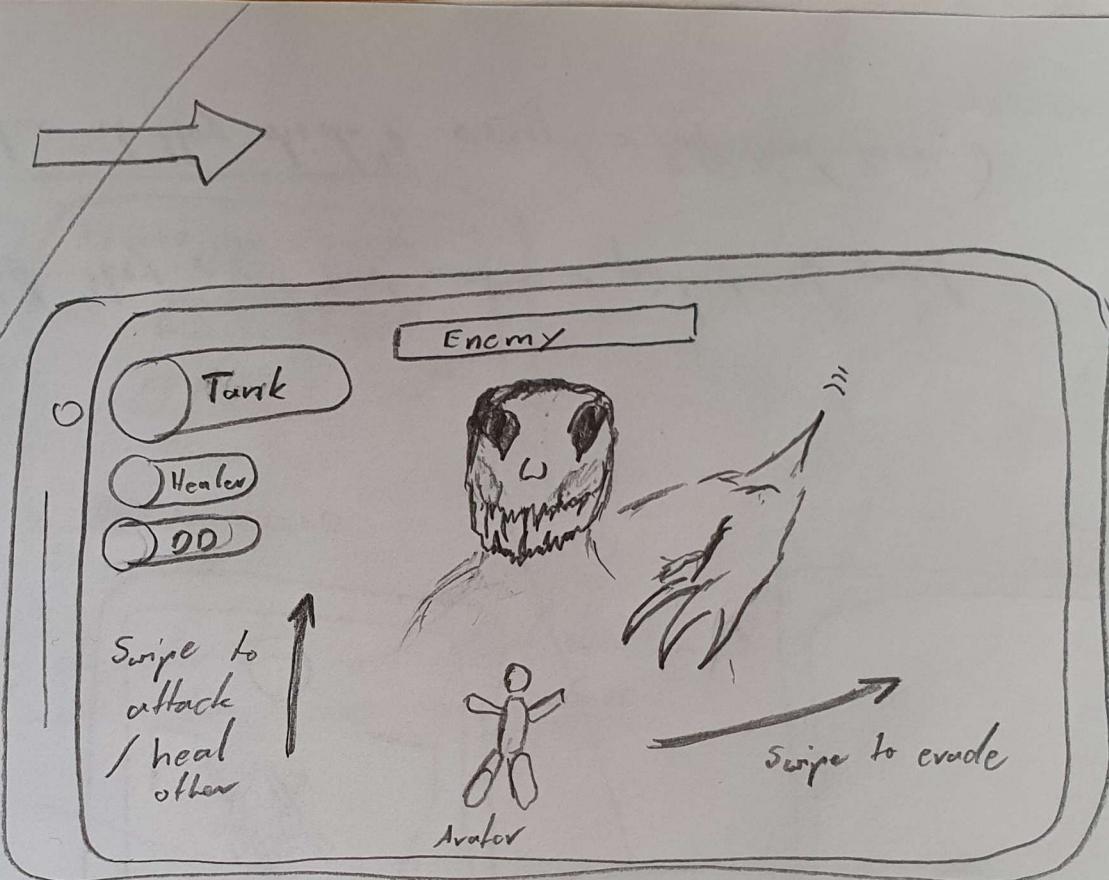
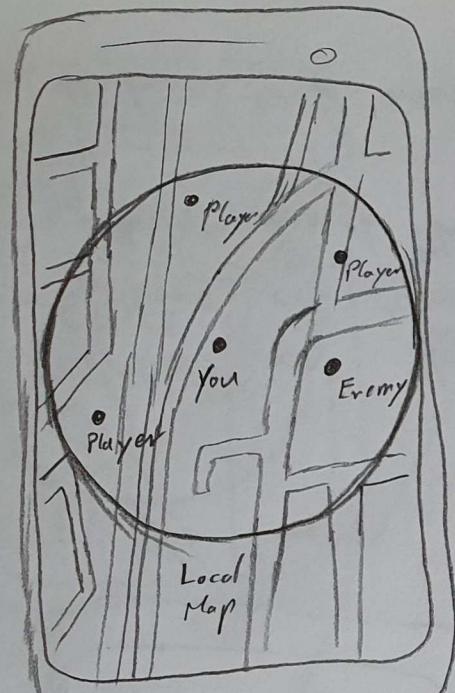
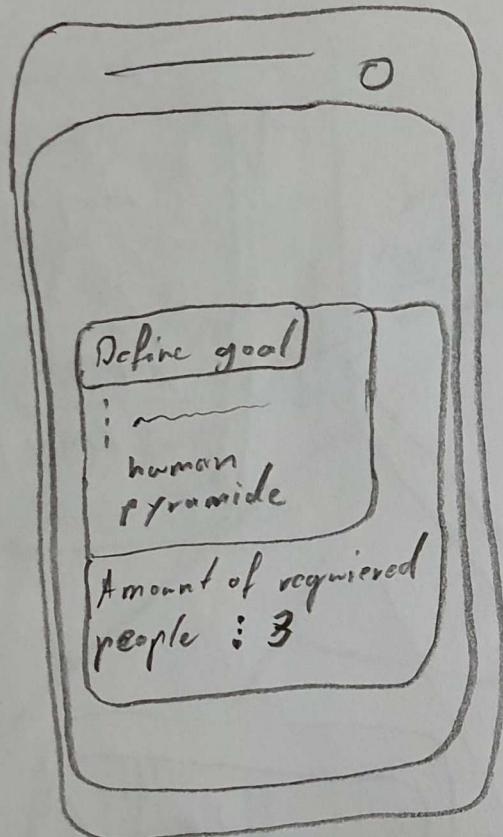


Marc Elias Hofmann

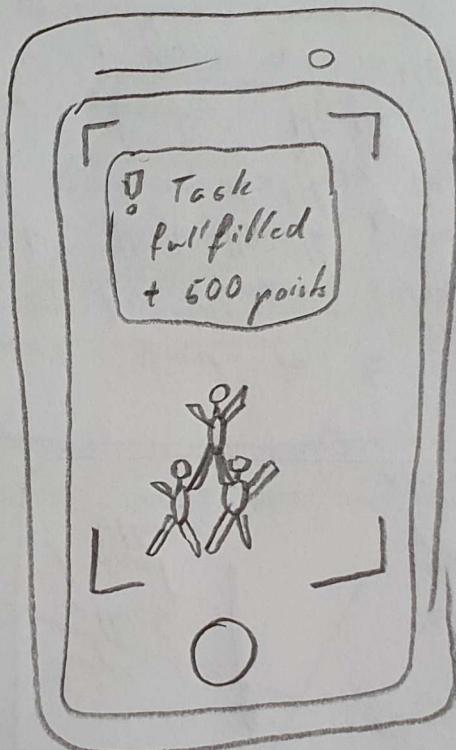
10 Verschiedene Sketches  
(jede Seite einer)



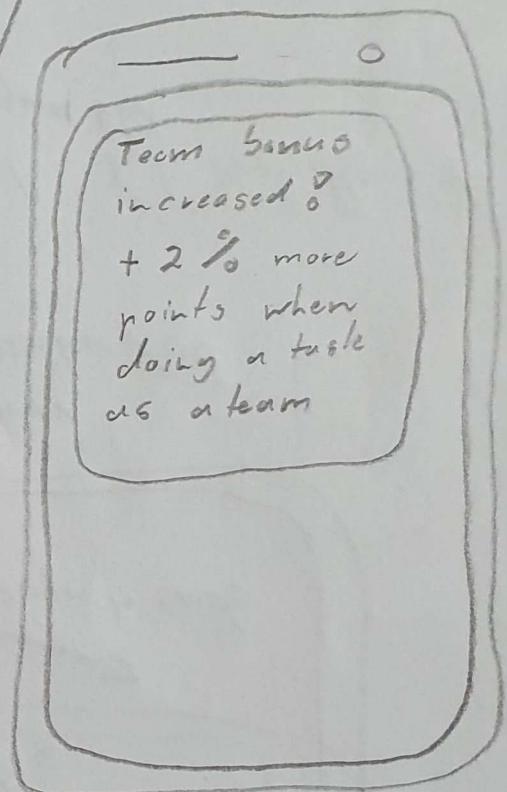
- Players need to be physically near
- On Start: Choose between Tank / Healer / DD
  - Tank: High Health, low Damage
  - DD: Low Health, High Damage
  - Healer: Normal Health; Cannot attack, but heal others or self, does get attacked less frequently



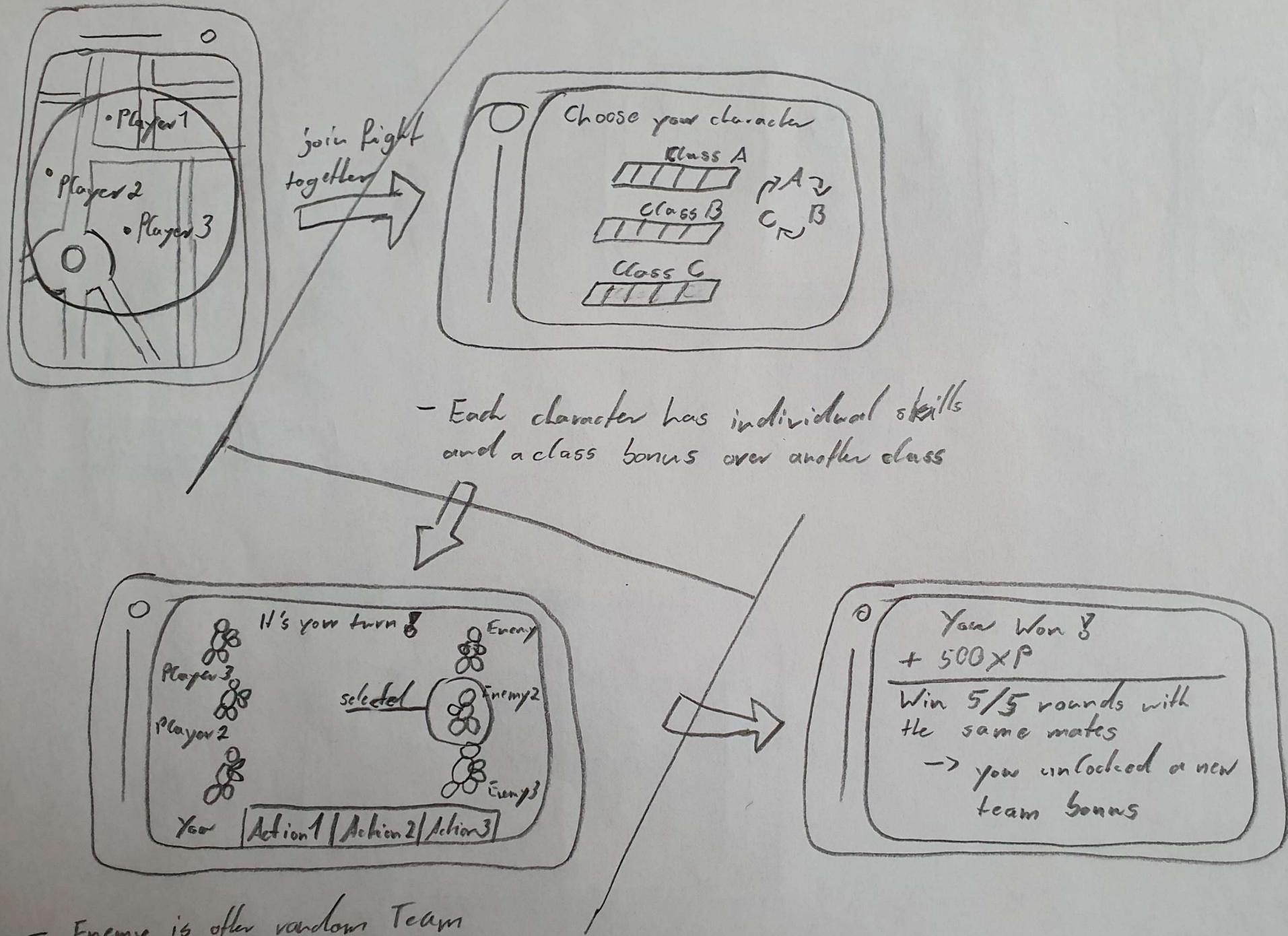
One user

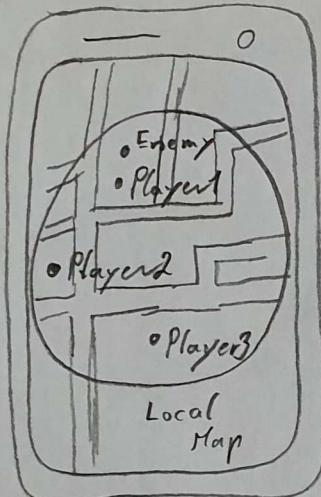


Other users

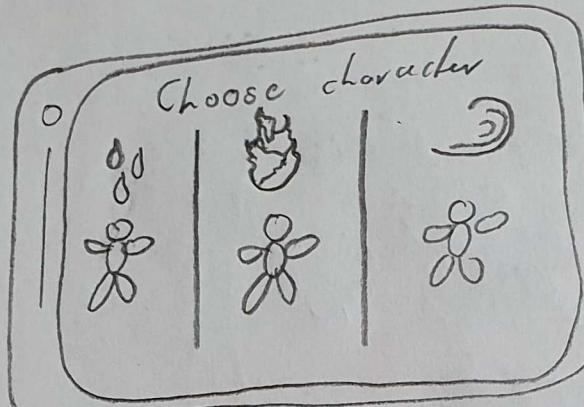


- Users can define tasks
- Others can accept it
- When enough have accepted they meet and make a picture of proof
- Rankings
- Ratings of users (negative if they didn't accept a fulfilled task)

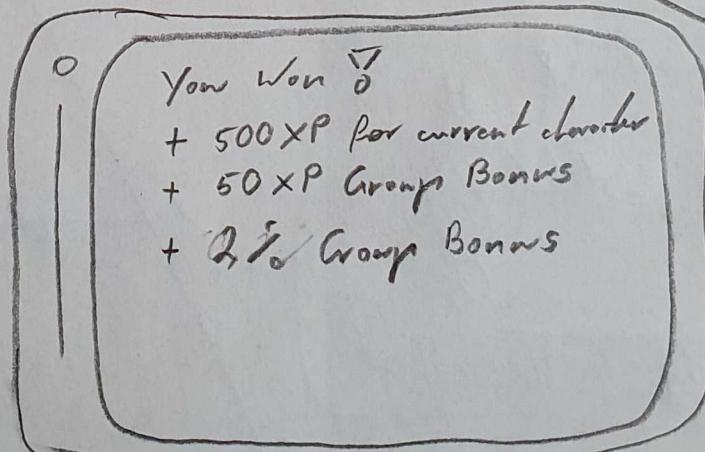
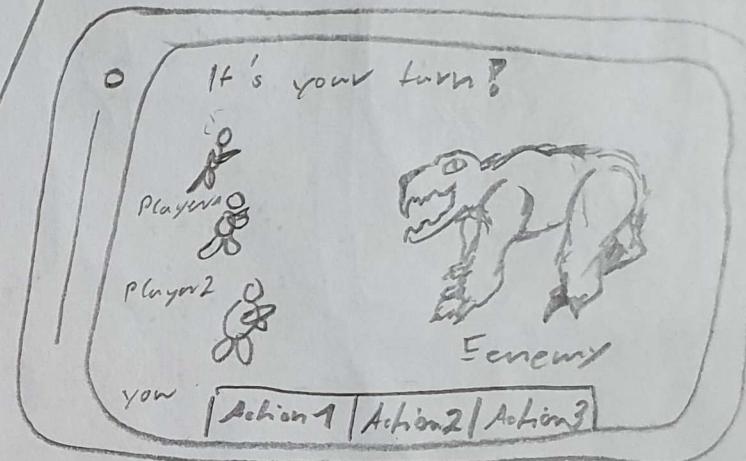




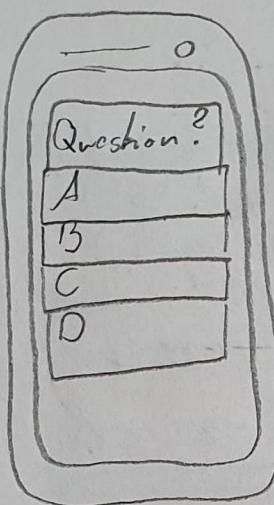
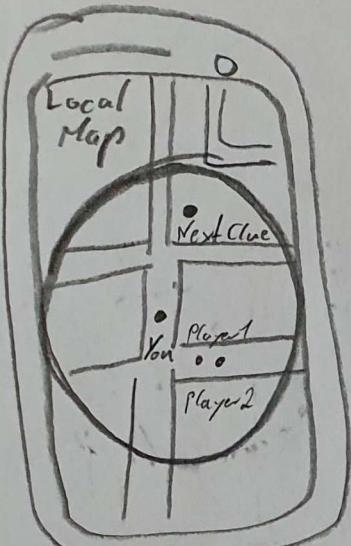
start fight  
together



- choose character individually
- Damage Bonus based on current weather

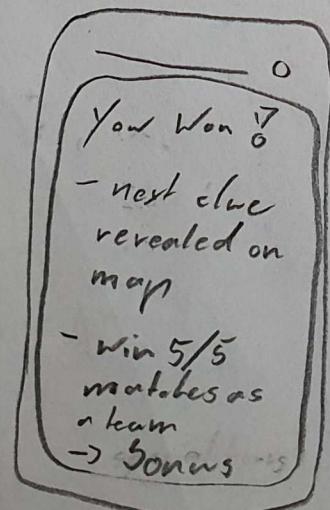


- Group bonus increases the more often you play with the same guys



	Your Team	Correct	Enemy
You	3/3	1/4	Guy 1
Mate 1	2/4	1/2	Guy 2
Mate 2	2/3	2/4	Guy 3
Total:	7/10	9/10	

- 10 Questions per team
- On your turn: choose enemy and question out of pool
- team with most correct answers wins



- On Win next clue is closer than on Lost
- Some bonuses can be:
  - o greater pool of questions for enemy
  - o joker: let someone else of your team answer your question
  - ...

Searching for  
competitors ...

- Meet as a group

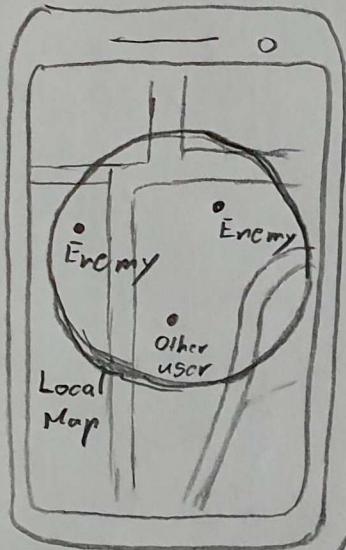
Dance Battle  
(don't expect me  
to draw this)

REC

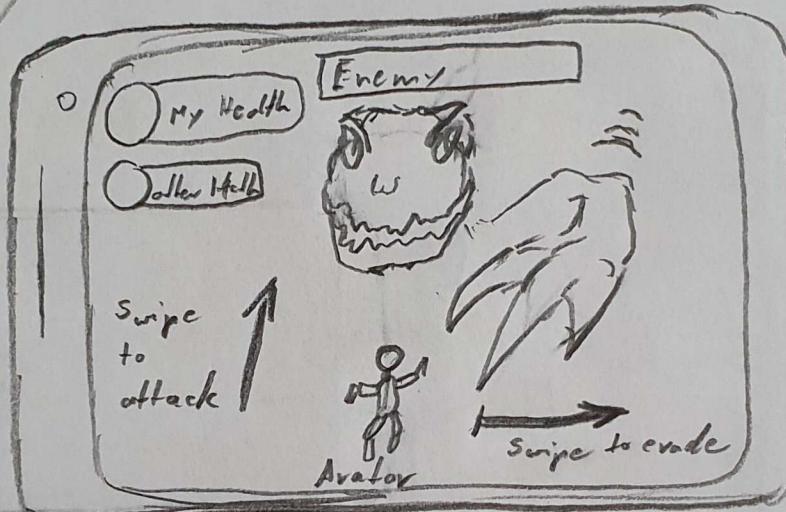
- both teams film their performance
- Battles have certain criterias  
(break dance, chicken dance, ...)

You Won !

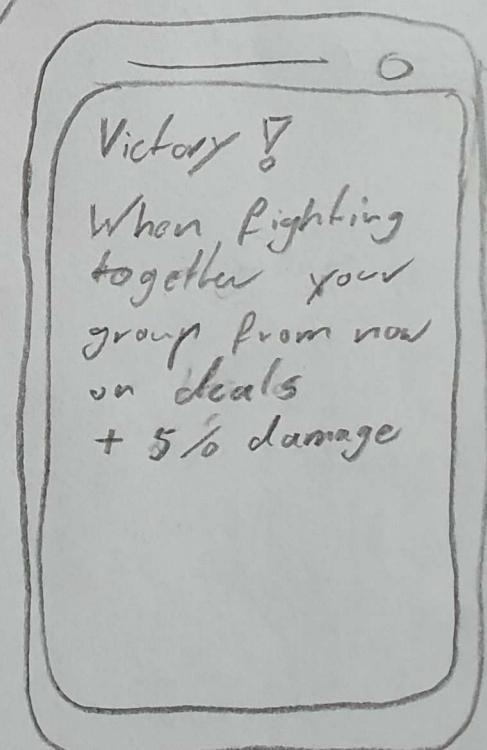
- Excellent performance
- The more often you win as  
a team, the higher your  
video will be placed in the hall of  
fame



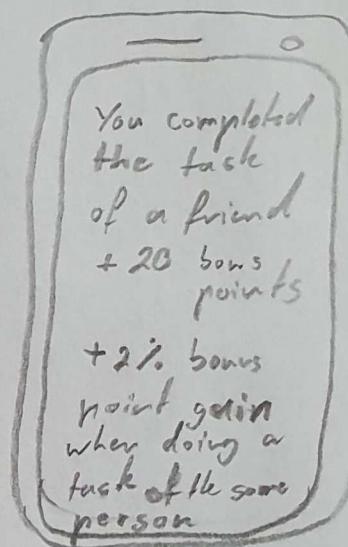
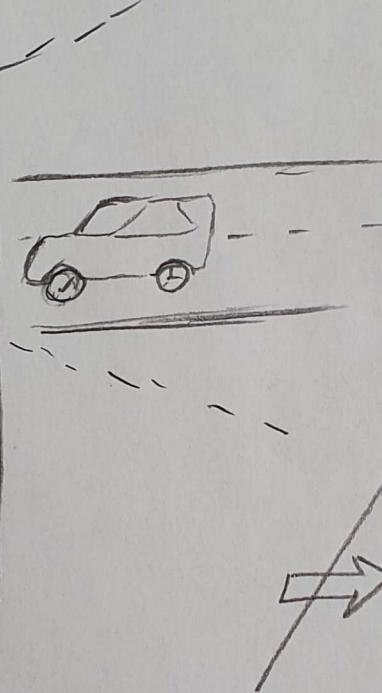
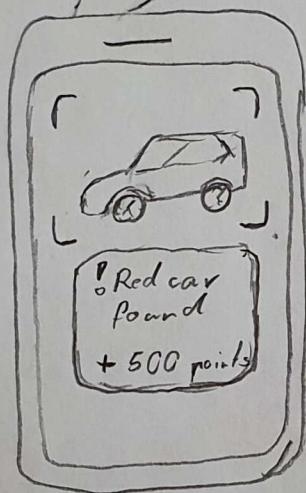
- current weather influences the probability for certain enemies to appear



- Join fight together
- Everyone fights alone
- Damage is accumulated

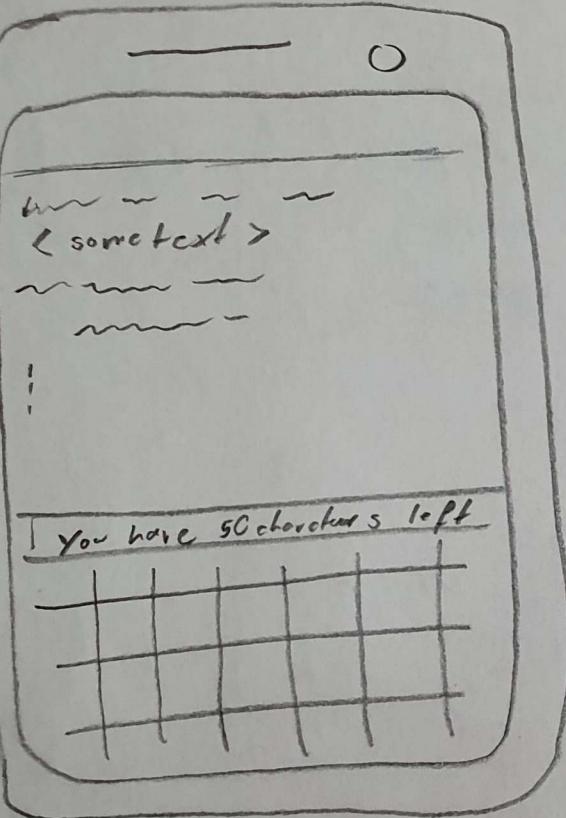


One user

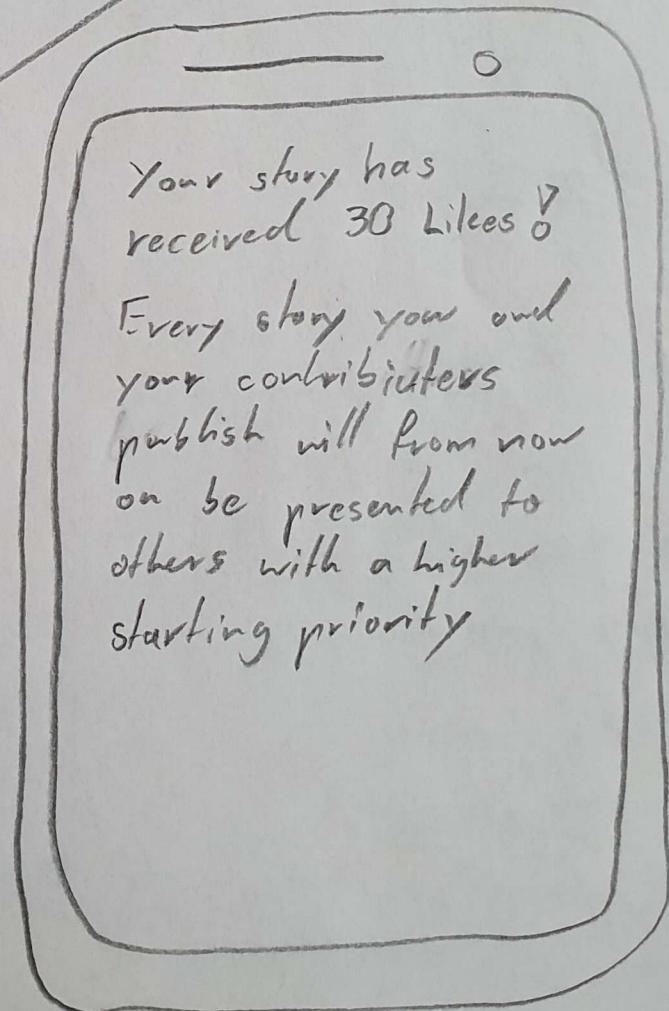


Another User

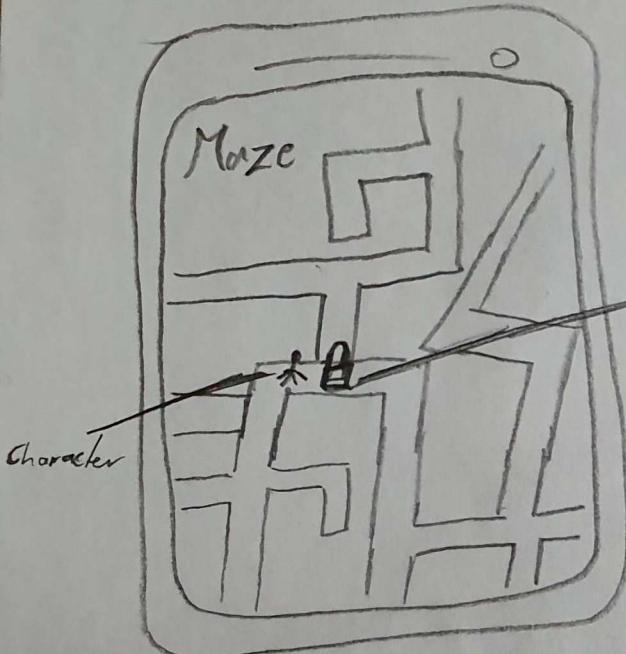
- Rankings of points
- Users can rate each other → negative rating if one doesn't accept a fulfilled task
- Can add friends



- Write a story with limit of characters
- When 0 characters left, you can't add more, but someone else physically near you can
- After n users have contributed to the story You can publish it



- Priority of published story to readers is starting priority + likes



One User

User 1



User 2

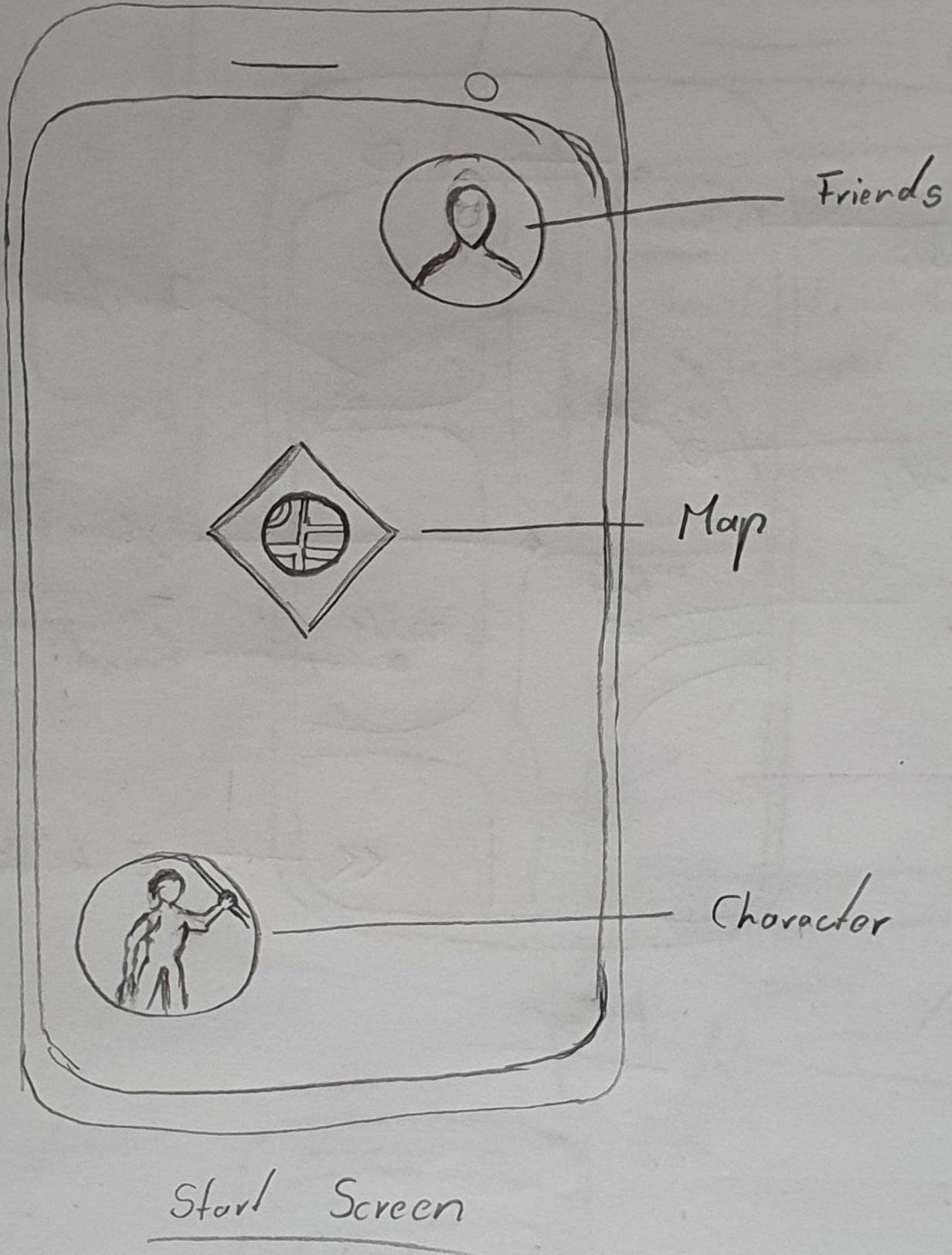
Another user  
- needs to be physically near user 1  
- Solved puzzle  
- Door opened

- got out of Maze
- sometimes opening a door requires help of another player/

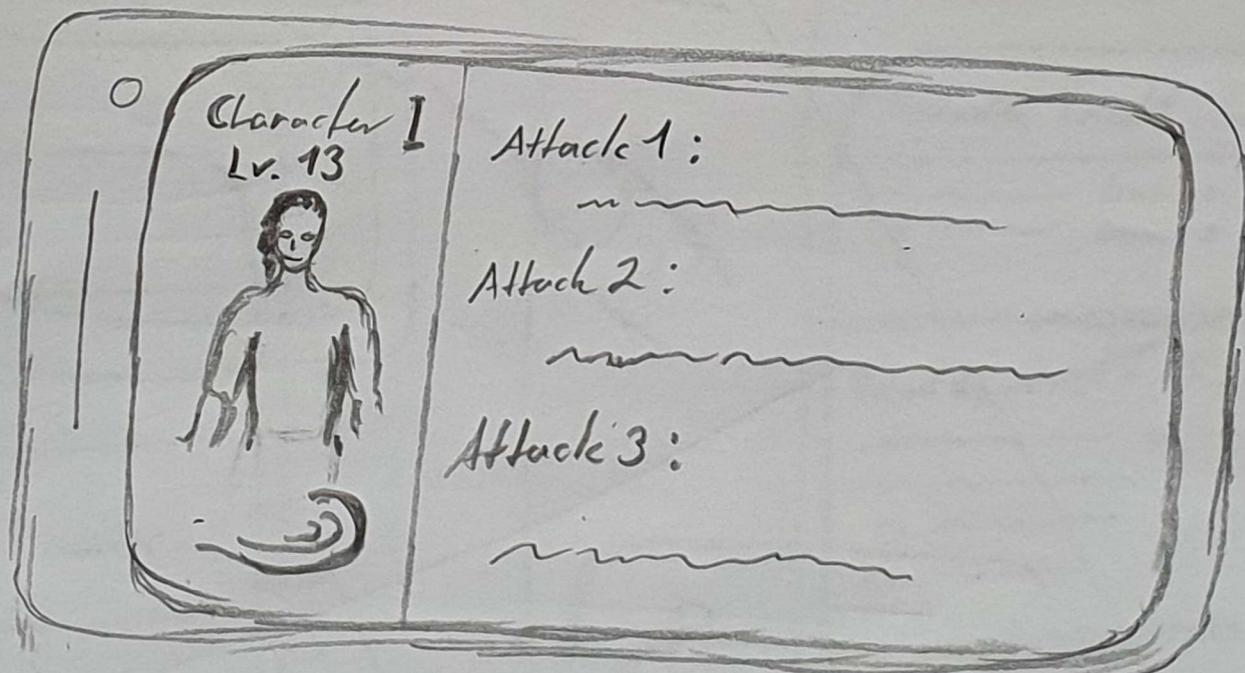
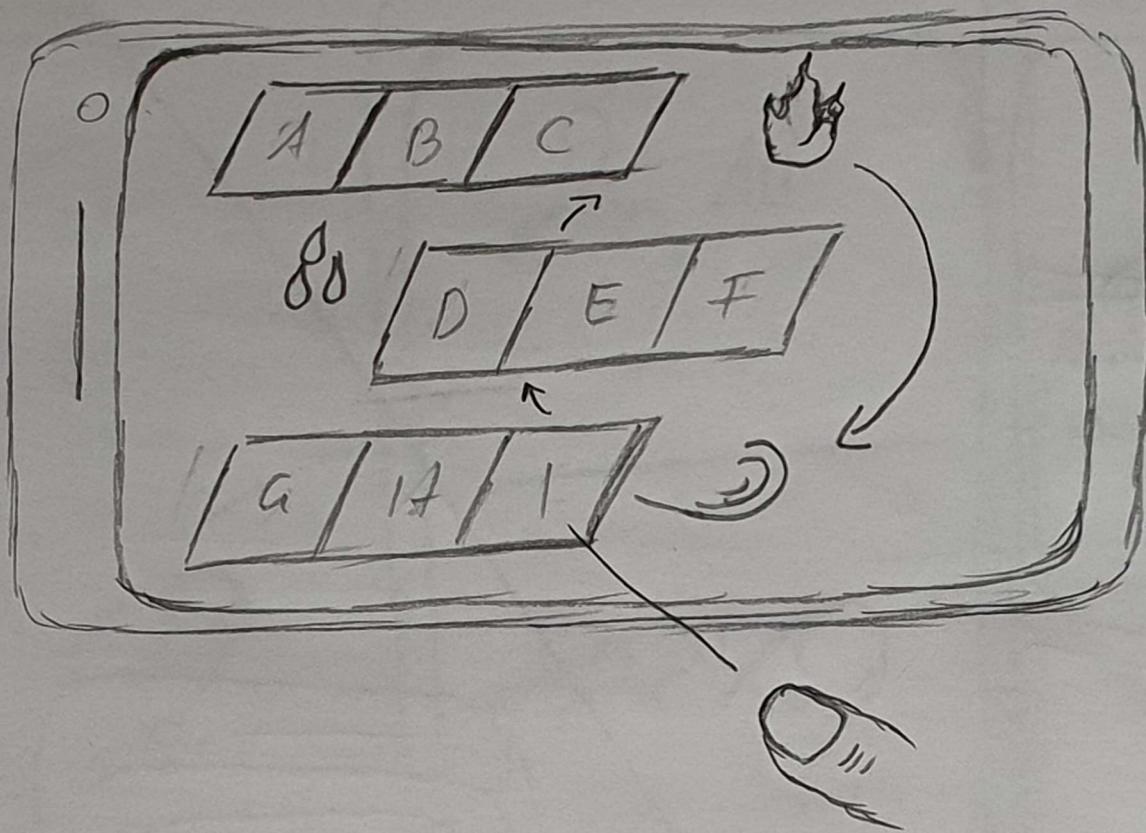
Sometimes you have to help another player

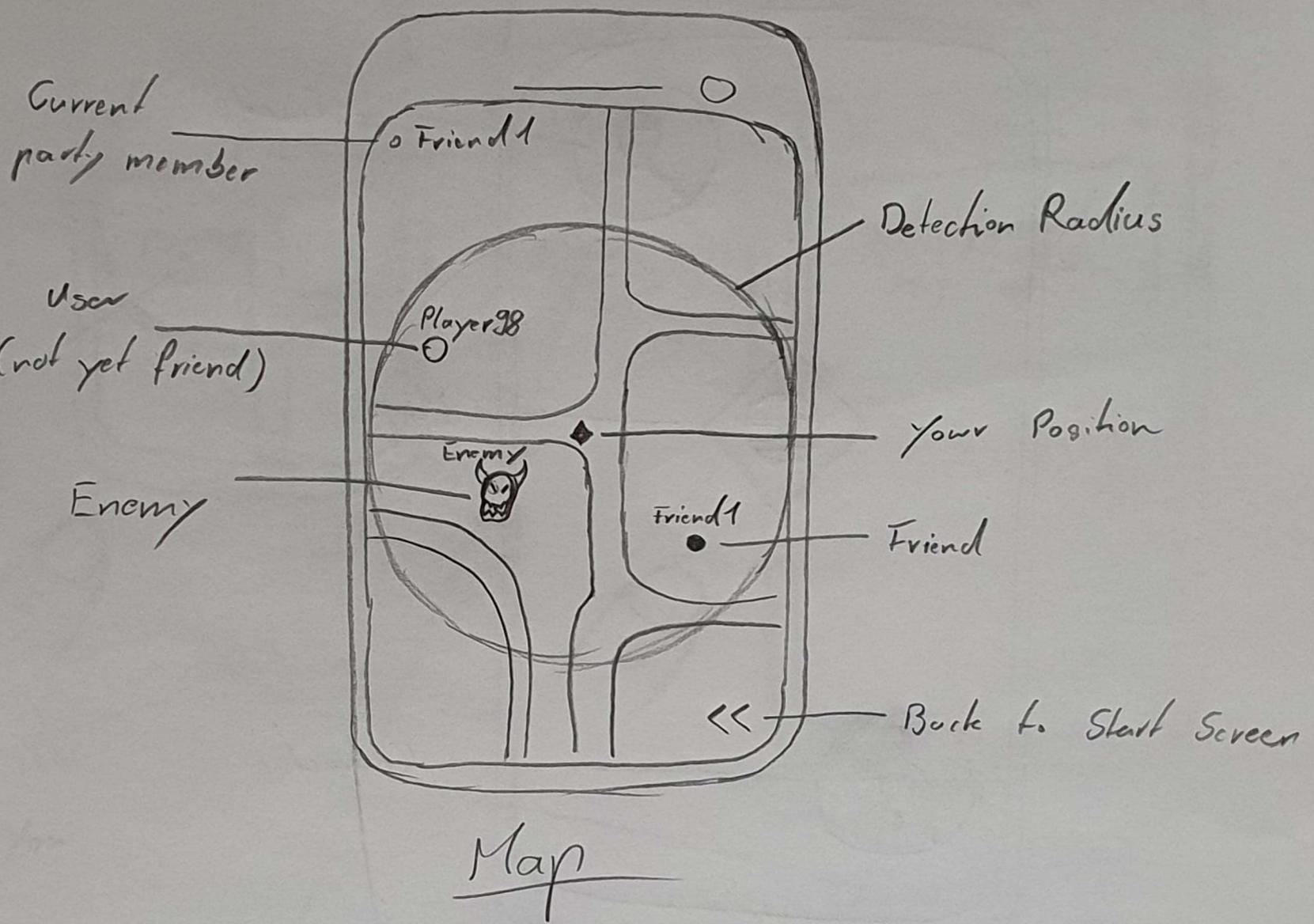
- the more often you help the same player, the easier the puzzles will be when you help this player

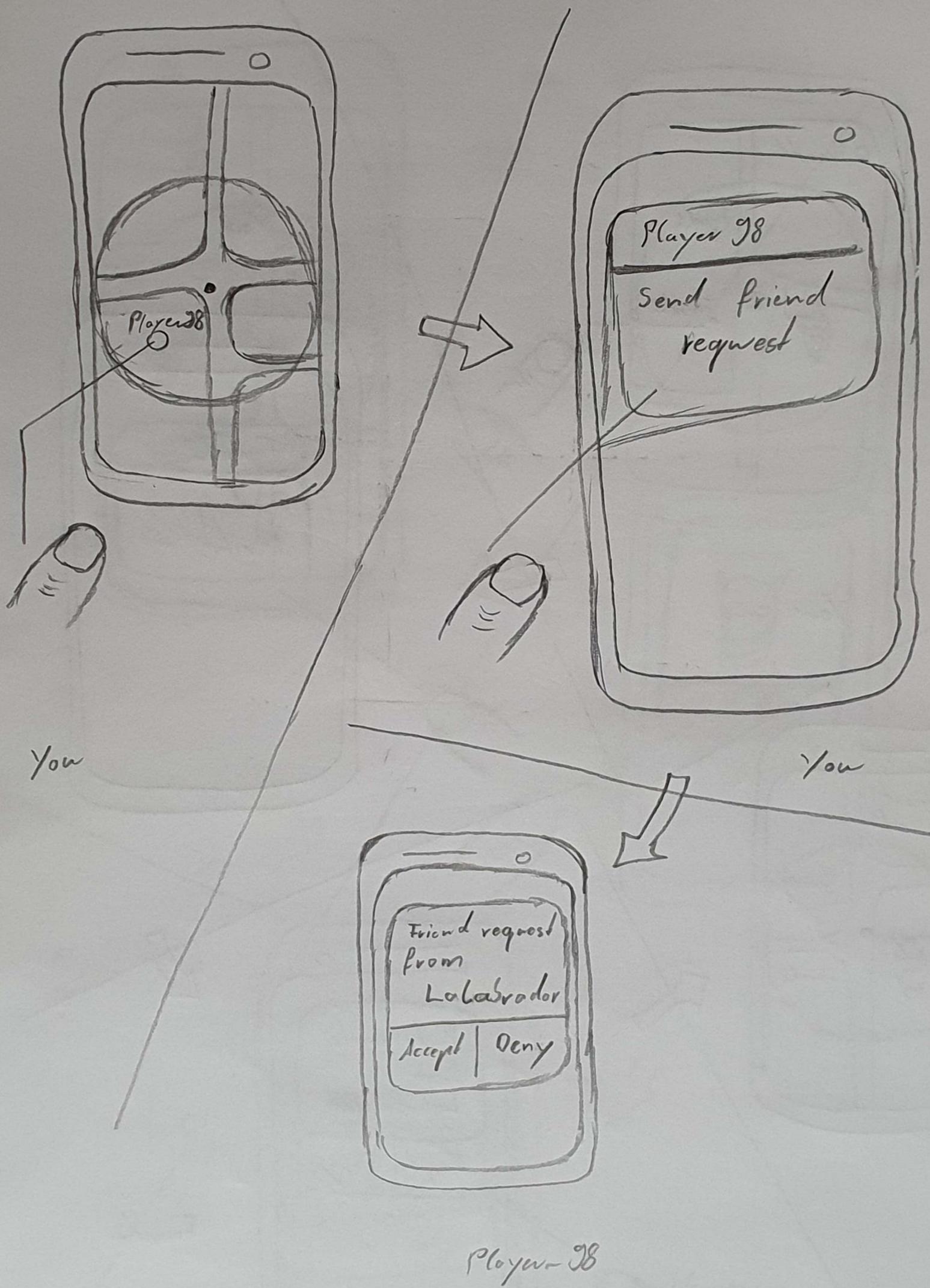
10 Detaillierte Sketches  
(jede Seite einer)

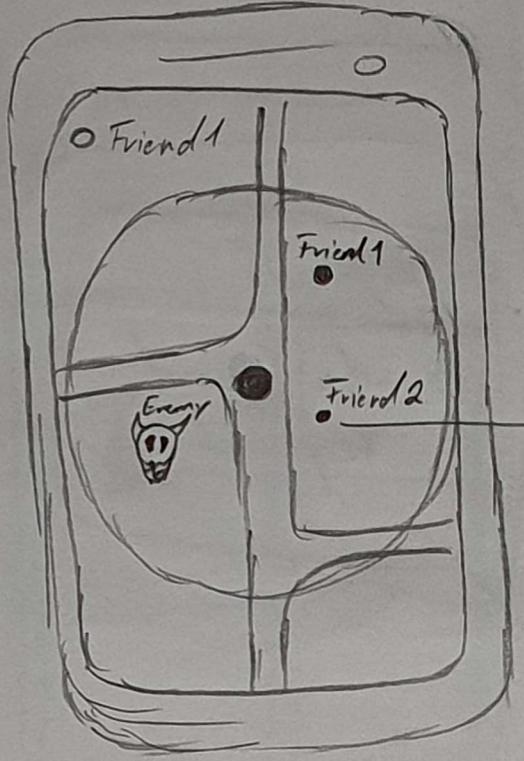


# Character

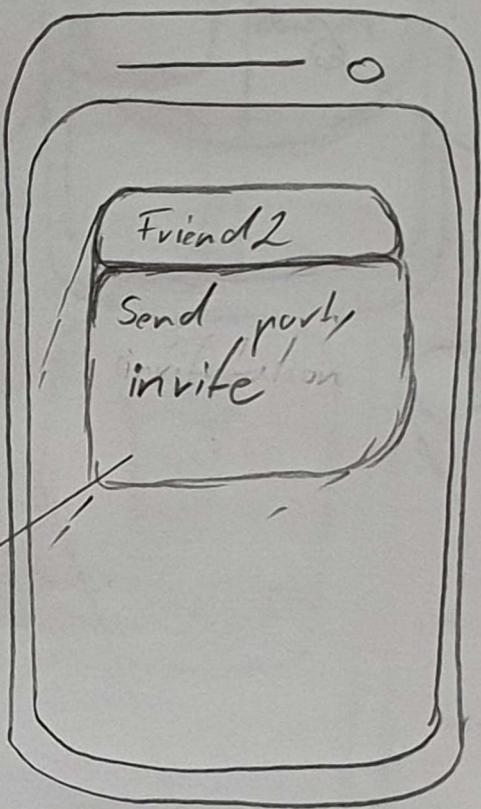




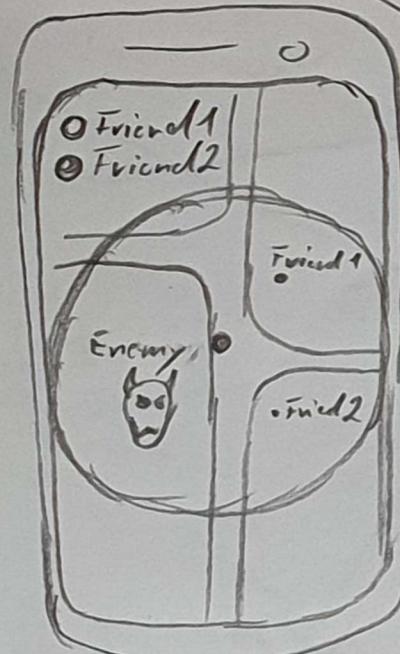




You



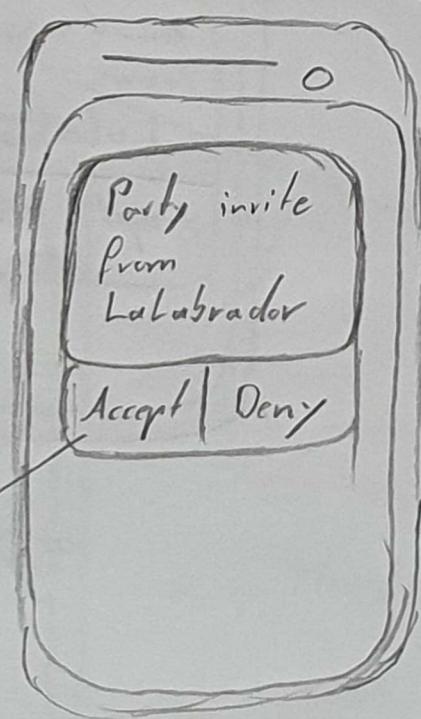
You

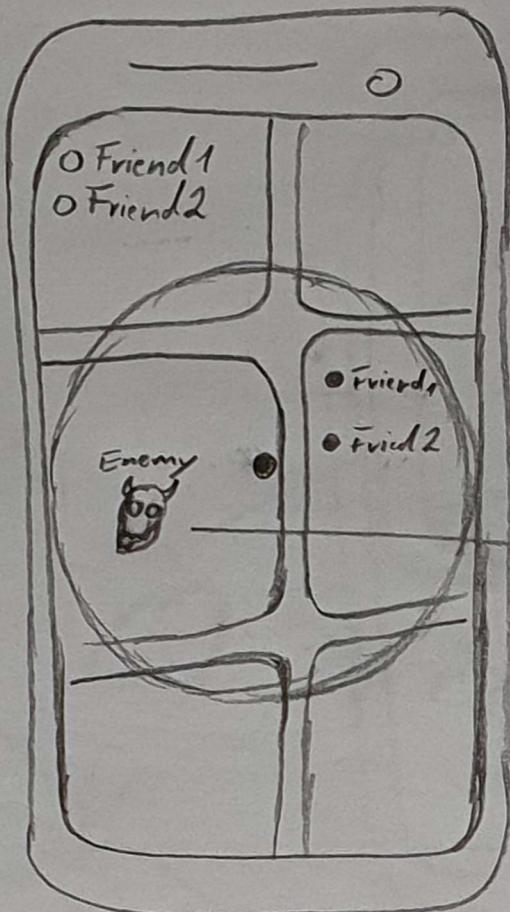


Party invite  
from  
Labrador

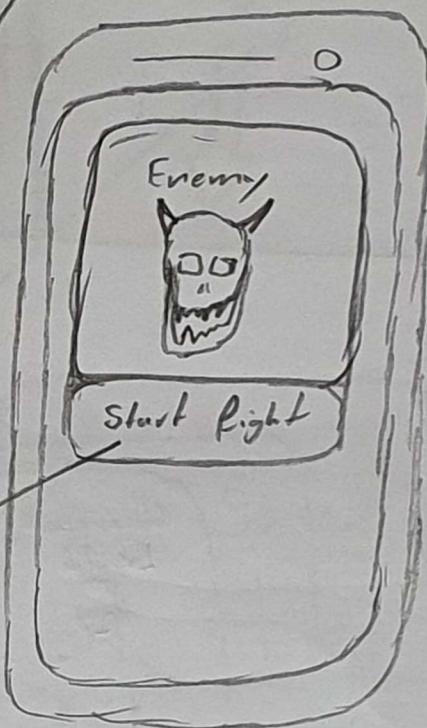
Accept | Deny

Friend 2





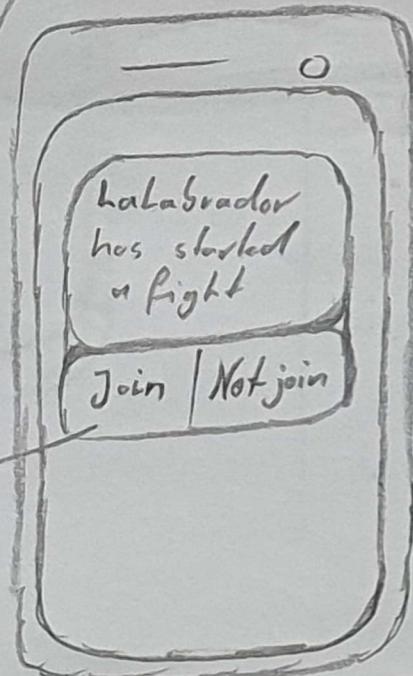
You



You

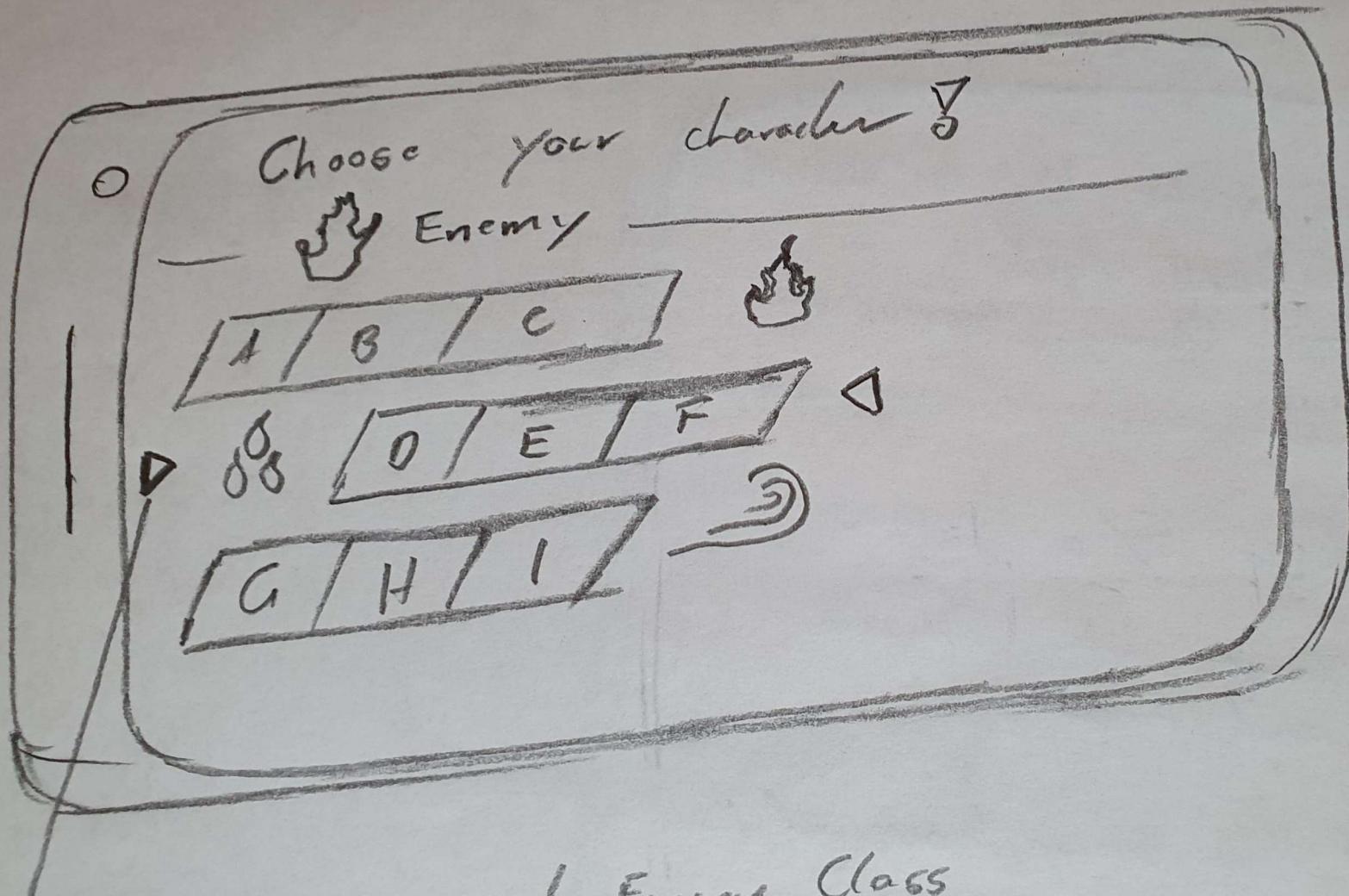


Fight



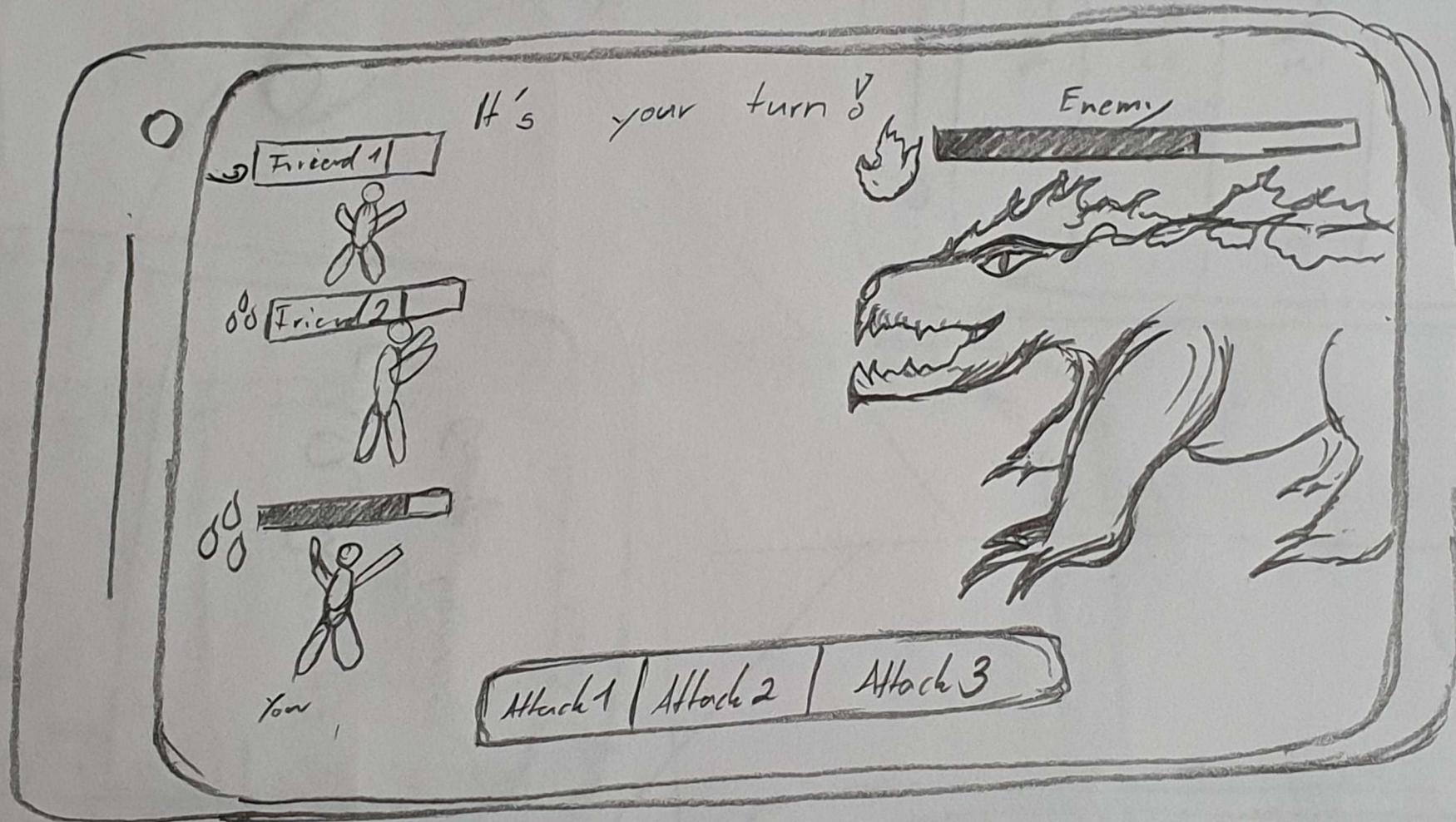
Party Member

# Before Fight



Bonus Damage against Enemy Class

# Fight



## After Fight

- Character B + 200 XP
  - Level Up 8
  - Damage Increased
- Defeat 5/5 Enemies
  - Group with Friend 2 and Friend 3
  - New Group Bonus unlocked

# Friends

