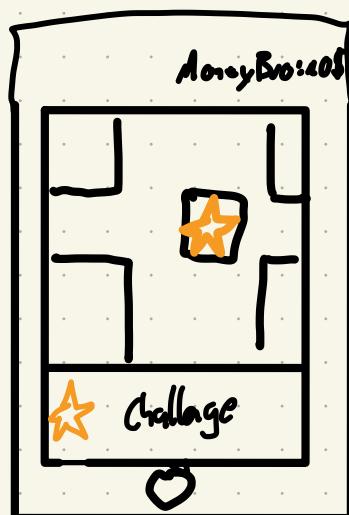


General Sketches - 10 Ideas

Idea 1



People can find and start challenges around the world



Or they can receive challenges from other users, promoting the short-term interaction

FaceOff!

WINNER!

MoneyBros: 2000\$ x 2.0 Friendship Bonus

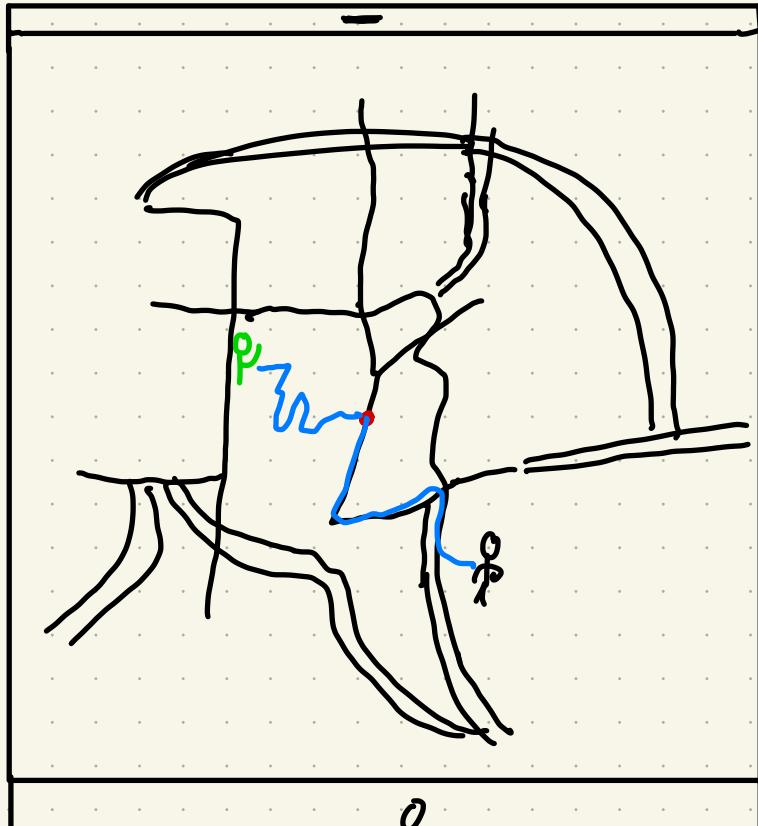
Player 1: 5%

Player 2: 43%

Rematch? 3 ...

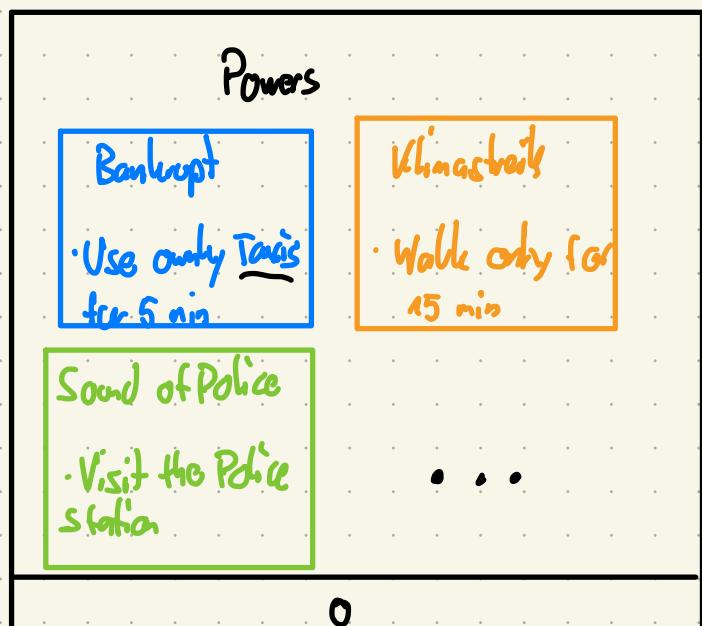
Playing a FaceOff (2v2 Game-Mode)
2 Players can win a lot more Cash,
depending on how long they were friends.
The longer they were friends, the higher
the multiplier

Idee 2-



Here players use different transport-
ation Methods to race across the
city to a certain destination.
However players can only use
certain Methods of transport
to get around town. If both Players
are close to each other a Random
location is chosen where they race
towards it!

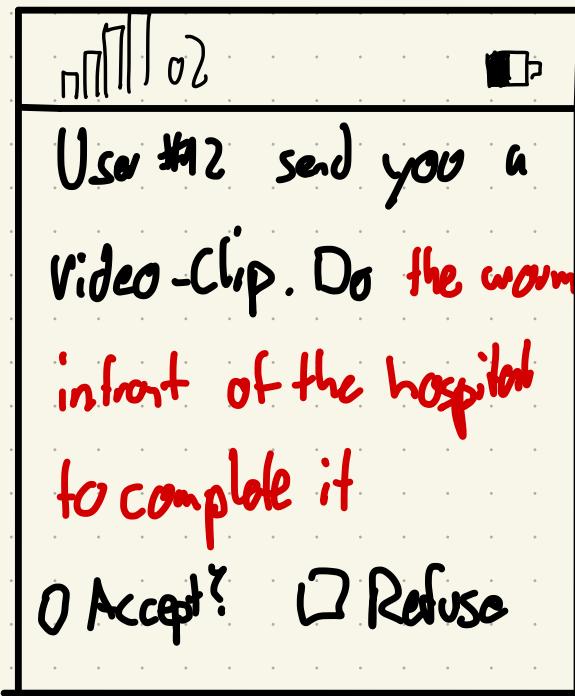
They can choose to use
certain PowerUps giving the opponent
a disadvantage.
PowerUps are earned by completing
challenges.



0 You Guys arrived first
Exp Gained 200×1.20 Friendship Bonus!
 $= 220 \text{ exp}$
Friendship exp Gained
+ 50 exp

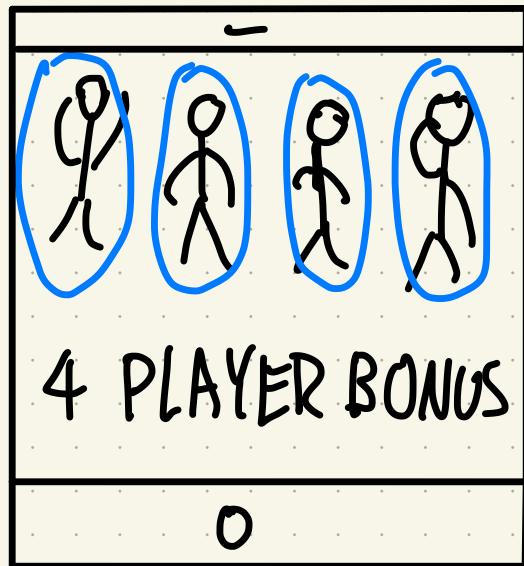
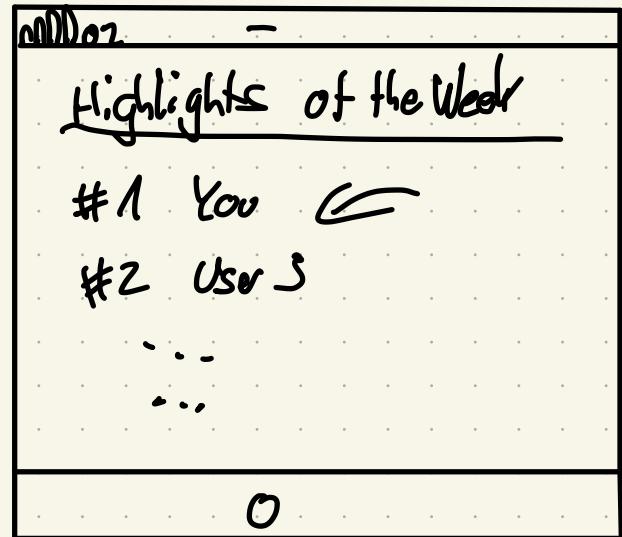
1 Players can also play
with friends, where they
will receive a Friendship-Bonus
that stacks the more
games in a Row they've played

Idee 3



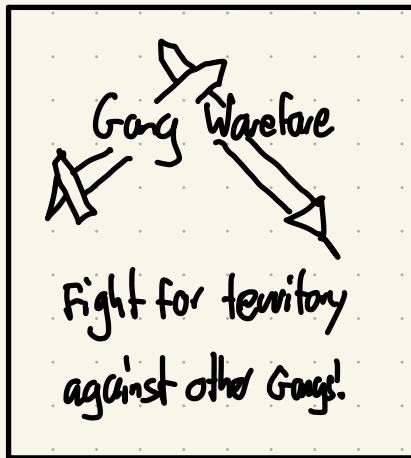
In this Game, Players can record Video-clips and send them to other Players with a certain Challenge at a certain location to complete. They then will be put on a Leaderboard in which other Users can vote on the Best Video in that Week

The Winner will receive Money, that they can use in the shop to buy Songs and such.

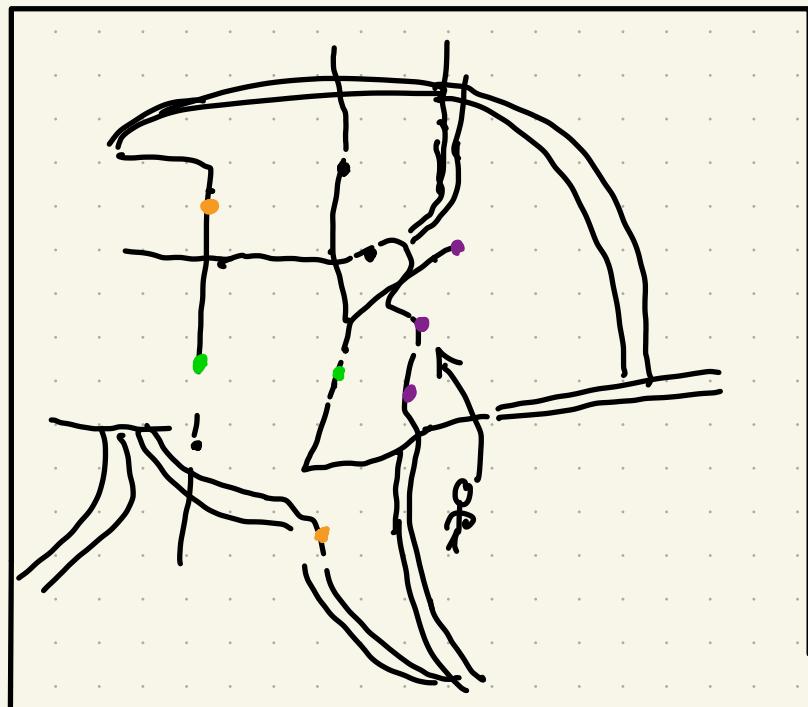
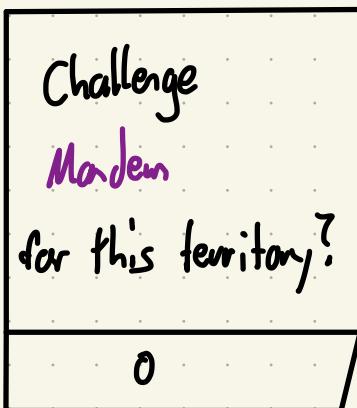


Players can also team up, which they all receive a Bonus based on how many Players participate. The Friendship Bonus also applies here, giving them a huge Money Reward should they win

Idee 4



Players can join Gangs and fight against other Gangs. They can defend certain territories or attempt to takeover other territories



Colour :

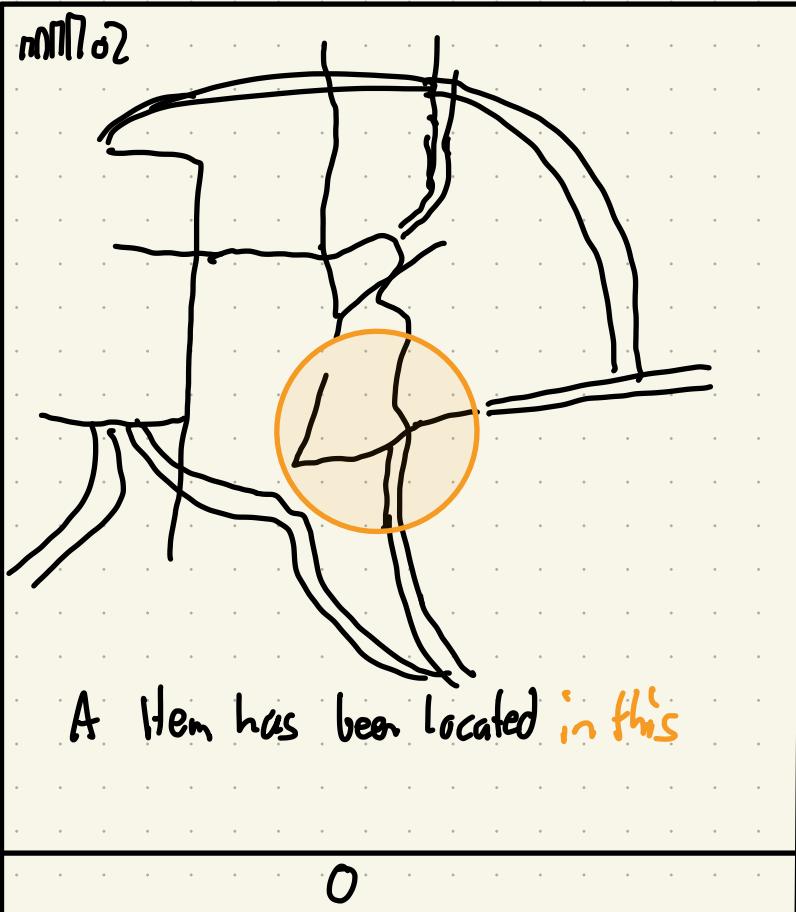
Weapon : AK-47

Accent: British

Gang Leaders are able to customize what weapon, colour and accent the members must use

Players must travel across town to find gang Stronghold. It is advised to travel in groups, as multiple members are at each location. Once at a location they have to battle rival Gang Members for their territory

Idee 5

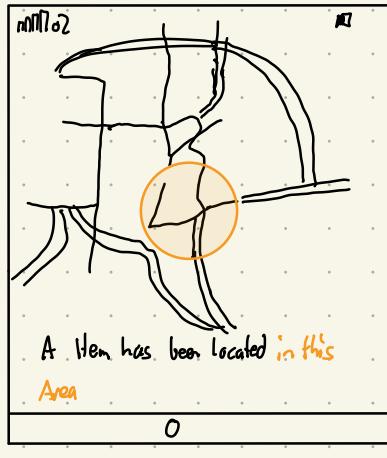
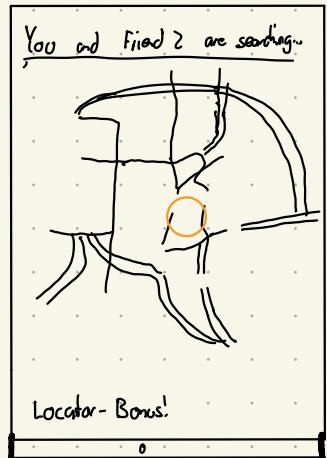


Players are on the hunt for a rare treasure in the city. Once they find the location, they have to solve a minigame in order to steal it.

Players can also hide their treasures around the city. Every 2 Days their treasure will be revealed to other players who are looking to steal. For players that are playing in groups, their treasure is revealed every 4 Days

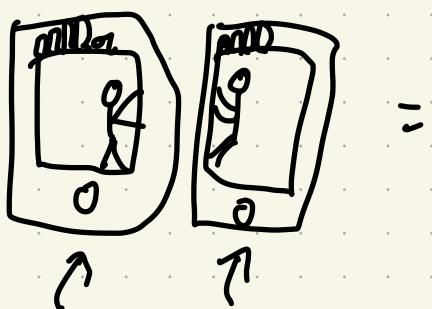
Your item has not been found for 50 Days!

Potential Reward: 500\$

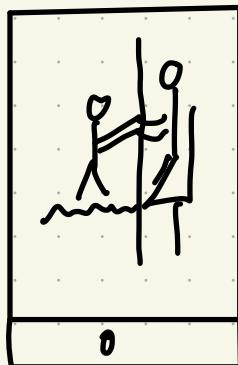


Friends who are searching for treasure ^{together} will receive a smaller search area.

Idee 6 - Image-Completer



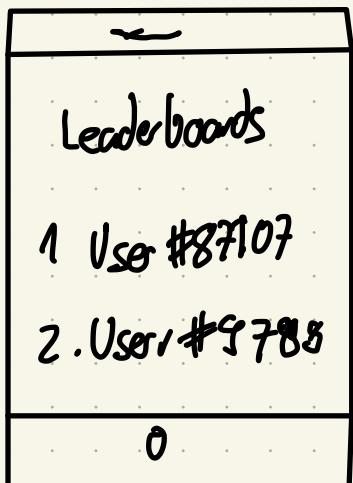
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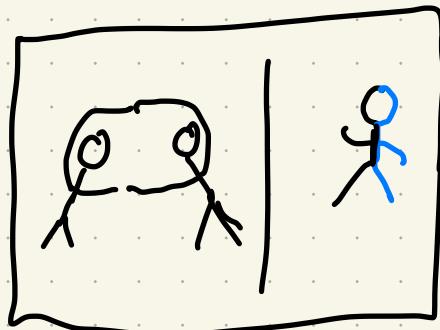
Complete Images with Strangers or Friends to earn Points. Players have to complete Challenges at specified locations, else it won't count.

You can also send it to strangers to complete, potentially creating new friendships.

Send to friends?
Or To a Lucky Stranger?
Friends...
Lucky Stranger
0

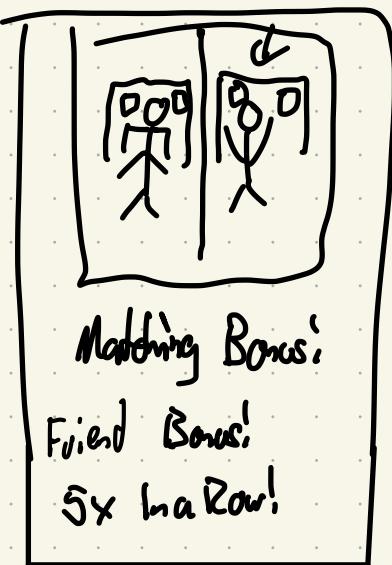


Earn Points to be at the Top of the Leaderboards

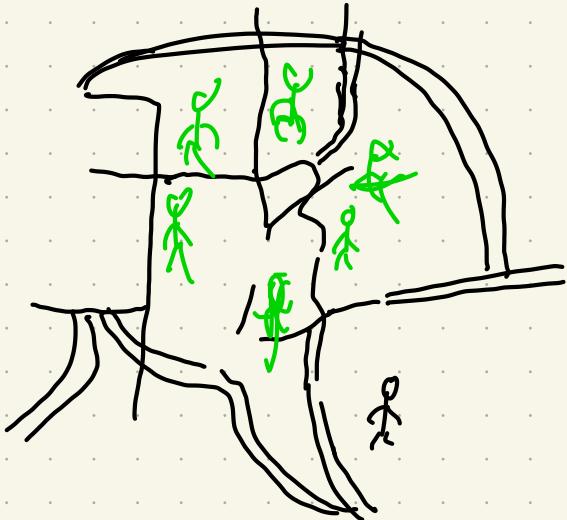


Friendship Bonus! 2x + 500 Points

Doing Combinations like a Fusion Dance will get you a additional Bonus!
On top of a Friendship Bonus



Idee 7



The World is infected with zombies. Players will have to work together to kill Hordes and defeat special mutated zombies (Boss fights)

Players can also get attacked by zombies in which they must defend themselves! You can also help your friends if they are nearby.

By Playing with friends you share ammo, weapons, outposts and do double damage against zombies

Friend 2

Friend 2 is being Chomped!
He is 10 meters away!

Help?

Yes Now

0

Setup Outpost? With
Greenslays?

Cost: 500\$

Rewards: Ammo Production

for All

Accept

0

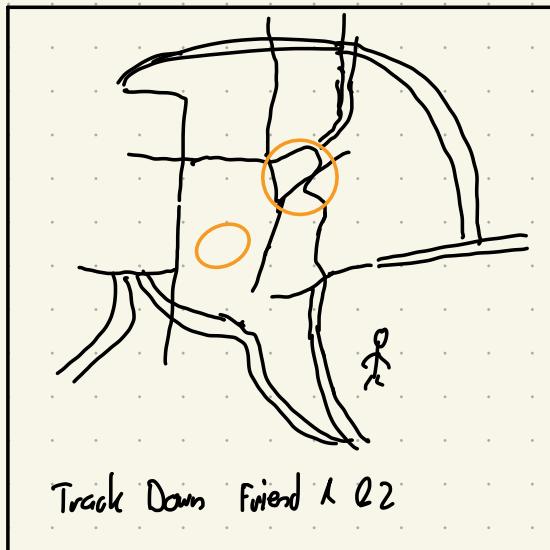
Infection Cleared

Hope : +100 MoneyBro : 10

Exp : +50 x 2.0 Friendship Bonus

You and your friends can also set up Outpost, giving you a lower chance of being attacked by zombies and gives you passive ammo generation for a random weapon. However to make a Outpost a minimum of 2 People are needed

Idee 8



Track down other People and Tag them! The closer the player gets to the other players the circle will get smaller. The location is shown every couple of minutes to the hunter. Players can play in Groups of 2, 3, 4 or 5.

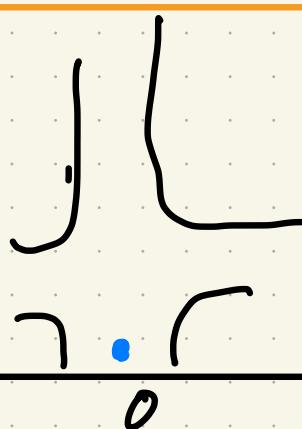
Use PowerUps to evade the hunter or find the other players.

The Hunter get notified when
the Hunter uses a PowerUp. And can
see where he
is every few minutes

PowerUps

- UAV
 - ↳ Show Location of others for 5 min
- Counter-UAV
 - ↳ Disrupt GPS of other players

Hunter Used UAV



You caught the Escapers!

Exp: 500 x Quiddness-Bonus
Money/Bonus: 100 \$

0

Players get a Quiddness-Bonus as well as a Friendship Bonus, should both of them be friends for 5 months

Idee 9



Find User - Generated Cyphers and decode them!

Players can find user-generated Cyphers and solve them. Upon solving them, they will receive exp and Money. Should 2+ Players solve a Cypher they receive a Bonus and rank up faster!

? ! R G S L T &

Ask Friend!

Enter Clues:

Solve: _____

In Order to find Clues players must wander around the area with their phones that beep the closer you are to a clue.



Take Picture of an Object at specific location to upload the Cypher / Or to find Clues

Congrats!

cool Guyz solved it!

Exp: 200 · 2.0X Friendship Boxes

Reward: 200\$

- \$? ! Q L B - M N

0 Too Difficult? → Call a friend?

friendlist

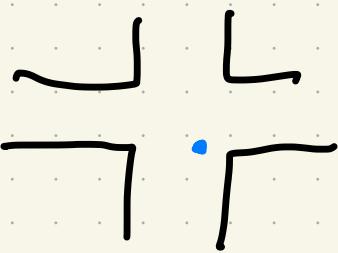
Invite a Stranger

START Anyway

3
0

Players have to travel to a certain location to find a cypher and must take a picture of the location where the Cypher is located → To access it

Idee 10



Scan nearby Cars to add them to your Collection!

After Scanning, Players must take Pictures of the Car in Order to add it to their Collection

Sync Collections

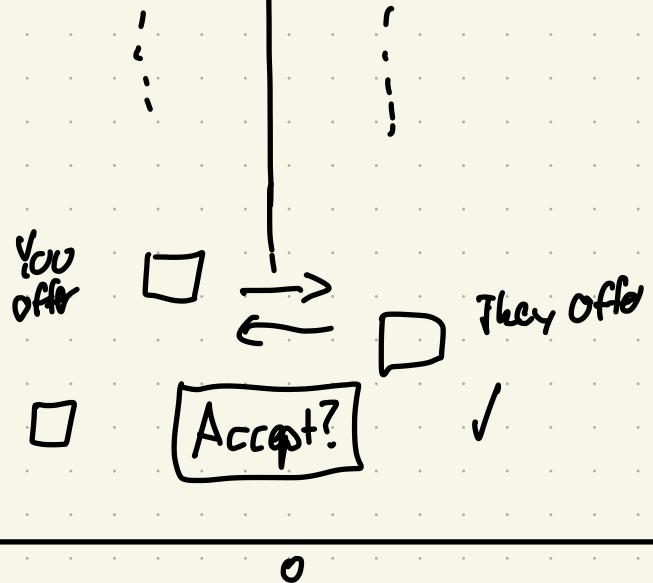
You receive:	He receives
Audi R8	BMW M5
:	:

0

Check at the end of a Collection who contributed the most towards the Collection. That Person will receive that Percentage in Cash

Trade Collections

Your Cars | Their Cars



Trade with other Players to complete your Collection!

Synchronize both your Collections! So that when one of you gets a new Car, the other person also gets it. When 2 players complete a Collection they both get twice as much money

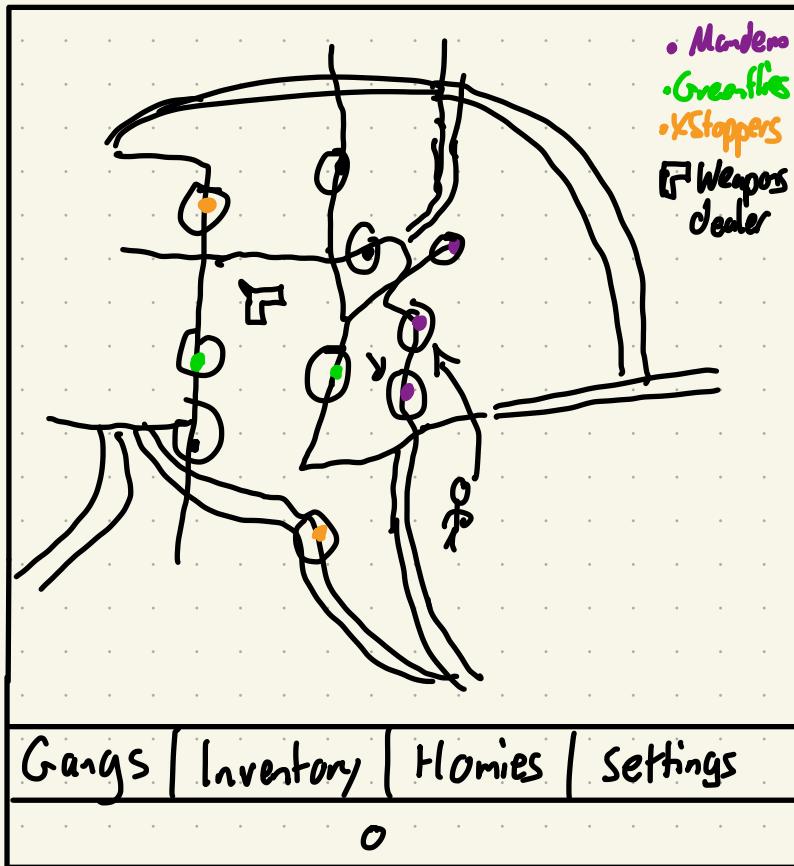
mit Mo2

Collection

Your Contributions: 67%
Friend 1 Contribution: 33%

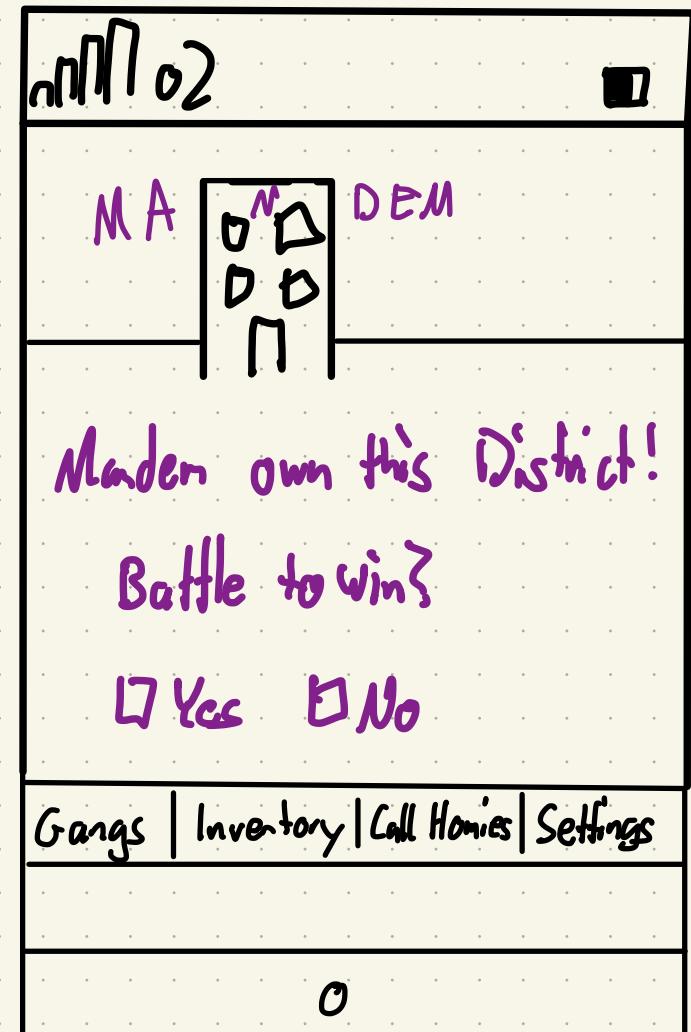
Detailed Sketches

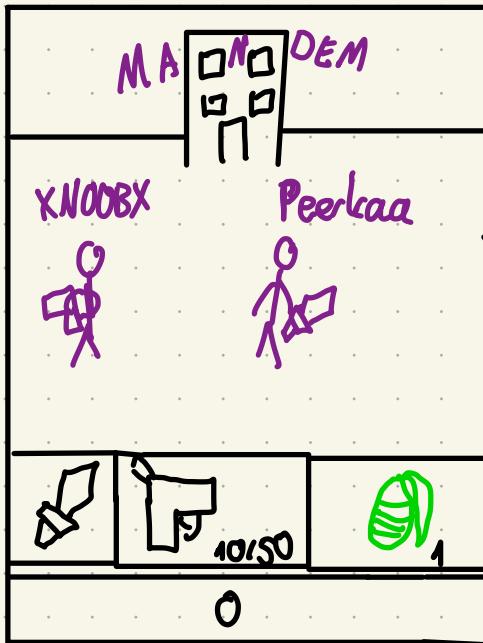
Idee 4 -



Travel around the City to different locations to challenge rival Gangs for their Strongholds! (Gang Hideouts)
Each Gang is shown on the Map, represented by their Gang colour.

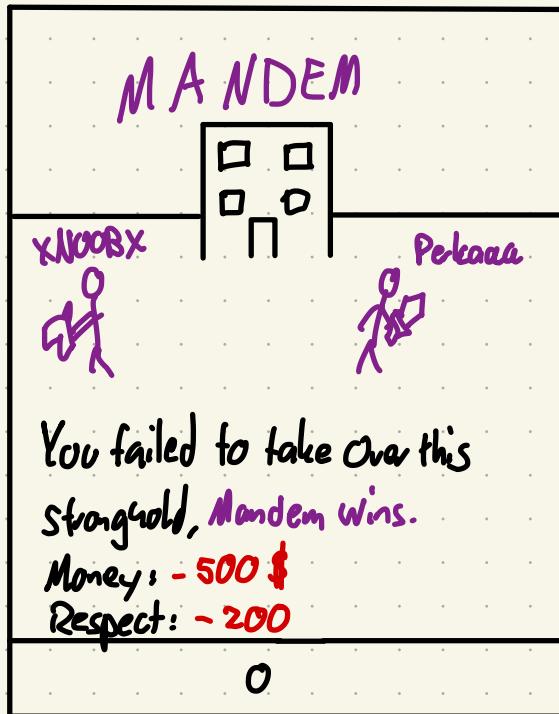
Before a Match, Players can call for homies (friends) to help in Battle. Or check their inventory to select a weapon. Should 2 Homies attack a Stronghold, they will gain more Respect and a Attacking Boost.





Players are able to use a Throwable, a Melee Weapon and a Main Weapon. The Combat is turn-based with the attackers starting first. To balance this, defending gangs can use certain powerups to help them in Battle.

After each Stronghold, the winning team earns a higher weekly income, while a losing Team loses Money and Respect.



With the Money they've earned. Gang Members can use their Money to buy Weapons, Body Armour and Defensive PowerUps. Should a Member not have enough Money, they can ask the leader for extra funds. The Leader can then accept or deny the request.

Weapons Dealer

Cash : 5000 \$

- AK-47  ↗

↳ 5000 \$

- Glock 

↳ 100 \$

- Guns Jammed: \Rightarrow Make the attacking Gangs Weapons weaker
↳ 10000 \$

0

Current Respect: 500

Manden

↳ Req. Respect: 1000

Raiders

↳ Req. Respect: 100

Create Gang: Cost: 500

Players can join different gangs should they have enough respect. A gang can have a total of 40 members (non-upgraded). But a total of 100 members (fully upgraded). Should players have enough respect they can create their own gang, and customize their look.

Members can choose to donate towards certain types of upgrades like Gang capacity or weapons.

Leaders can also specify which upgrade should be focused on first

MANDEM

Capacity



Donate: _____

Weapons



Donate: _____

0

Players in the nearby Region of the Stronghold can choose to reject a defense. However the player will lose a huge amount of Respect

0	Mordem are attempting to attack!
	Defend? <input type="checkbox"/> Yes <input type="checkbox"/> No
	Invite Homies

You are near a Raiders District! You are protecting it

Activates when 50 meters away from location



Mordem are preparing to attack!

Invite Homies
Inventory
To Battle!

0

Defense Complete!

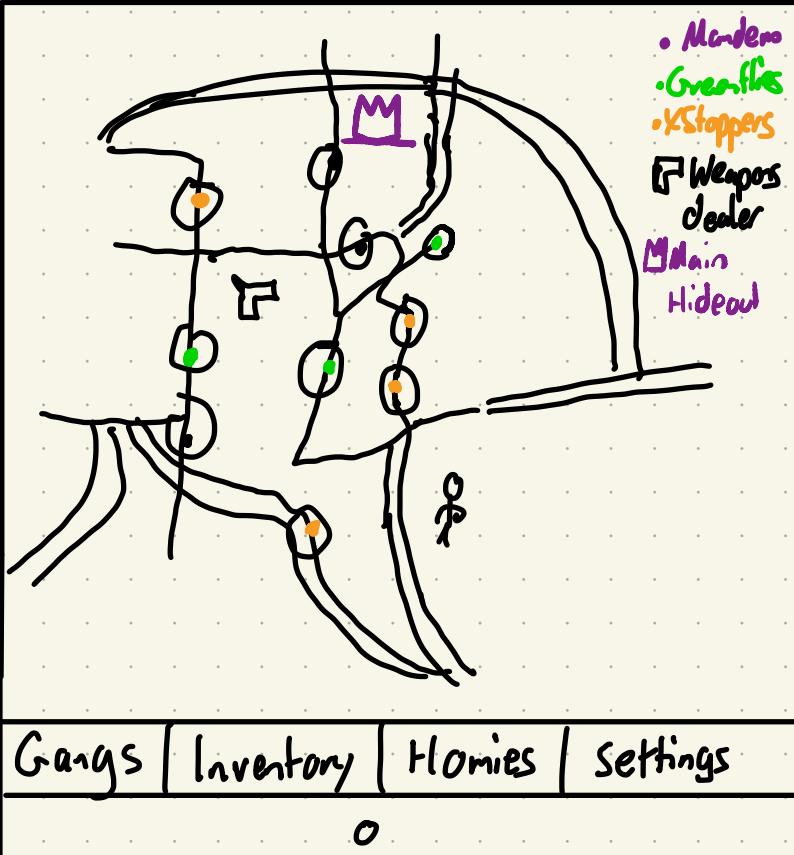
Respect : +60

Homie Respect : +100

Money : +500\$

0

At the end of a defense players can also gain homie respect. Increasing their combat effectiveness during defenses. Players also gain Money from a successful defense



Should a Gang lose all of their Strongholds, the location of the Main Hideout (which was assigned when the Gang was created) is shown. From there, Gangs can attack the main Hideout where the Leader and Members will face-off against rival Gangs.

After a Gang has been destroyed, former Members can join another Gang, with low Respect Costs. Or make their own Gang. The Leader loses a lot of Respect, and cannot create a new Gang for 5 Days.

MANDEM has been destroyed.
Select a gang to join
Raiders Members: 35 : 90
Greenflies Members: 20 Respect: 20
XStoppers Members: 5 Respect 10
Create Gang: Respect Needed: 500

0