

# Find-My App Spec

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## Game Design

### Overview

Find-My is a 1v1 competitive treasure hunt game that utilizes Harvard-Westlake's phone ban from a restriction as a core gameplay mechanic. Players race to find and scan a randomly placed ARG virtual trophy somewhere on campus using haptic feedback, with the option to risk checking their phone for visual hints, making themselves vulnerable to their opponent in the process.

### Project Choice

*Option:* Game Design

*Game Title:* Find-My

### Purpose of the Game

*Goal:* The objective is to find an ARG hidden trophy somewhere on campus without getting caught by your opponent (or any teachers). Rather than working around the phone-ban policy, this app utilizes it to add stakes to the game.

Target Audience

*Age Group:* Students (w/ phone bans I guess)

*Interests:* Any? (Those that compete in similar school-run games ie senior assassin)

### Design & Functionality

#### Core Features

*ARG Hidden Trophies:* Photos of key locations taken around campus where trophies can be placed. (Randomly selected for a round) You must take a photo / scan to win the round.

*Random Paired Opponent:* Randomly pairs you with another student to compete against. If they are able to capture you with your phone out before finding the trophy you lose and vice versa.

*Haptic Feedback:* Utilize phone's vibration feature to speed up / slow down as you move closer / further away from the trophy.

*Photo Hint:* You can risk looking at your phone in order to find the trophy faster. With a mandatory few seconds of waiting necessary for it to show and it slowly being shown, you risk getting caught with your phone out and losing the round. The longer you wait, the larger the benefit will be.

*Leaderboard:* There is a leaderboard of the most total rounds won. However, if caught by a teacher you lose all points and are reset. (You can self-report or your opponent can report. If the opponent reports you can contest it by pressing a button, which you obviously cannot hit if your phone was taken.)

## User Flow & Mechanics

Login Screen:

*Options:* Input Name + Password (Needs some sort of confirmation w/ emails to avoid duplicates / playing as someone else)

Start Screen:

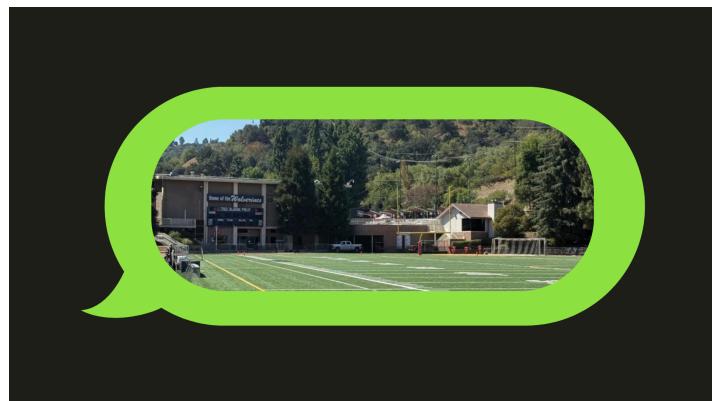
*Options:* Join Lobby to be Paired, Instructions, explaining how to play, Access leaderboard

Gameplay:

Options: Visual hint, Scan trophy, Catch opponent, Report phone taken

*Haptic Feedback:* Find trophy

*Visual Hint:* Checks to see if you're actually looking at your phone before slowing revealing photo



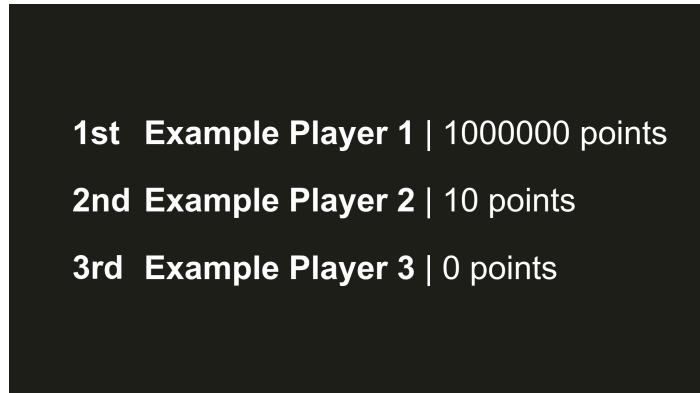
*Scan Trophy:* Confirm you're at the location (Win Condition)



*Catch Opponent:* Take a photo of your opponent w/ their phone out

*Report Phone Taken:* If taken by a teacher (opponent can deny to prevent abuse here)

*Leaderboard:* Total Games won by everyone (Score Count Displayed Here). For each game won, you get a point.



## Aesthetics

### Visual Style



*Theme:* Simple, minimalist, riffs off iPhone's Find-My UI Design (very intuitive navigation).

*Color Scheme:* Primarily neutrals for most interfaces / Bright green win screen

*Typography:* Classic Minimalist Sans-Serif for all UI

## **Layout**

Screen Arrangement:

*Lobby*: Just a waiting icon more or less

*Game*: Large Detector Icon, 3 Buttons at the top to navigate between scanning trophy, catching opponent, and reporting their phone taken.

*Leaderboard*: Simple list of names + scores (report phone taken function)