

## Booth Interactive Game Element

### Overview:

You are playing as the “brain of the AI program,” and you are looking for information. The game is in a 1<sup>st</sup> person perspective, and you are moving forward in constant motion, but you can change your speed with a slider and change direction with a different slider. When the game starts, you can choose from 4 different fields, electrical, auto, food, and medical. As you move forward, different colored factoids representing the three different “fields” or “four different categories of questions” will appear in your line of vision as you move forward. Once you see a factoid for your chosen field you maneuver your camera/player (using sliders for speed and direction) to the factoid. Once you get the factoid, a prompt on the touchscreen will appear to pick up the factoid. When you pick up the factoid, the statement is displayed on the TV screen and the touchscreen displays “true or false” answer choices. If you are correct, you get +1 added to your score and an added 5 seconds to your total time limit. If you get the question wrong, you lose 5 seconds to your total time. At the end of 2 minutes the game ends, if you have a score within the top 10 you can put your initials onto a leaderboard.

### Requirements:

- 2-minute time limit that runs continuously through the game.
- 1<sup>st</sup> person POV
- 100 basic questions for each category
- Use SC robotics font for text
- Neon grid like background (see pictures below)
- 2 touchscreen control panels, (12.2 inches across, 3.3 inches tall) one of the touchscreens has a speed and view slider with 3 ball options, other has a “collect” option (when in range of picking up factoid) and “true or false” answer choices (when in factoid)
- When game starts player chooses 1 of 4 different fields, Medical, Auto, Electrical, and Food and they have to answer the color-coded factoids for their field
- Electrical field = yellow factoids, Automotive field = green factoids, medical field = red factoids, food field = blue factoids
- When you collect the factoid, forward motion stops and it opens up (kind of like a fortune cookie) and displays the true false statement on the TV screen.
- The timer keeps running while the player determines if the factoid is true or false.
- If the player is correct, 3 seconds are added to the timer.
- Player is in constant forward motion while player looks for factoids in their chosen field, they can change their speed and view with the sliders
- The player has a view radius of 80 degrees, but they can move the view with the slider to see ~20 degrees more in the right and left directions.
- When game ends, display “game over” “you got \_/\_ correct” then displays leaderboard
- If player score in top 10, show “game over” “you got \_/\_ correct” Allow them to put their 3 letter initials into the leaderboard
- When game is over show leaderboard for 15 seconds

- When game is not being played switch between start screen and leaderboard every 10 seconds.
- Need 100+ questions for each category that are to provide enough re-playable diversity. Should be randomized each time the game starts so players cannot memorize order or location of questions.

## STYLE ASSETS

Possible factoid design



Factoid if player answers correct



Factoid if player answers incorrect



Possible Environment Style Ideas:

