

Game Name: The Hidden Treasure		Designer Name: Jacky Xu		
Game Rules for Players:				
<ul style="list-style-type: none">- 2 – 6 players- Estimate time: 15 min- The hidden object will be automatically spawned on the map- 1 of the player acts as a guide, and the rest of the players are finder- The guide has control of a four-colored light in the room.- The hidden object is high-lighted to the guide.- Finders enter the scene and have 10 minutes to find the object.- The guide will be an invisible sprite and could hear the voices of finders, but cannot communicate with them.- Each finder has 2 shots to shoot the hidden object.- There will be a voice channel for finders to communicate.- Once the hidden object got shot, all players win the game.- The game will lose if 10 minutes are passed or all finders run out of shots.				
Intra Cooperative Components Description:				
An object is hidden in the scene.				
One of the players knows where and what the object is. He/She only has control of a four-colored light in the room and the ability to listen to the voice channel.				
Other members can use voice chat to communicate with each other and find hidden objects.				
The light could be interpreted as choices, direction, yes/no, based on players' imagination. It is the only way to communicate between guide and finders. It will be located in the same area and away from the hidden object, so the finders need to send out one member to keep track of the light.				
Game Intimacy Level:	Low	Medium√	High	Advance
Game Functions at Backend:				
Guide				
<ul style="list-style-type: none">- Hear the voice- Move- Control the light				
Finder				
<ul style="list-style-type: none">- Voice- Move- Jump- Shoot (to find out the hidden object)				

