

Notes from Class Meeting:

- **GW video appearances after puzzles to keep guests engaged**
- **Changing QR codes to NFC codes so guests don't have to scan**
- **Meetings with James Armistead and MW taking place in a full AR environment with a "door"**
- **Anagram puzzle starts with guests being sent to the image by staff, pulling up Armistead's letter, and having to solve a word puzzle in the letter before GW sends them to the next location**
- **At the end of the game, MW reveals the culprit and GW shows up again to congratulate the guest before taking a selfie with them to show to the staff for prize**

Interaction #1:

- Location:
 - In the main lobby, near elevators
- Possible leads to interaction:
 - Guests hear about portraits at check-in
 - Guests see others interacting with the portrait and show interest
 - Guests have already heard about the portrait
 - Guests notice the portrait's regular movement cycles and show interest
 - Guests are caught off-guard by the portrait suddenly moving and stop to find out
- Flow of interaction:
 - Once guests reach a certain distance, the portrait greets them
 - Include multiple greetings based on how guest approached portrait and other factors
 - The guest may interact with the portrait by choosing conversation inputs on the screen
 - 30-60sec conversation flow between portrait and guest, goal is that the guest would feel rewarded whether or not they played the game
 - After main conversation, portrait will prompt the guest to start the game
 - Display a NFC code for guests to head to browser
 - Bid farewell to guest
- Functionality:
 - Natural movement cycle for portrait with some randomization to keep it fresh
 - Motion sensors for portrait to read guest's movements

- o Ability for portrait to recognize guest's faces and assign a game session to them, preventing it from attempting to talk to multiple guests at the same time
- o Touch-screen OR hand-signal inputs for guests to respond to portrait
- o NFC code display on portrait to lead guests to game

Interaction #2:

- Transition:
 - o Guests scan NFC code from portrait, say goodbye to GW and leave the portrait area
- Location:
 - o No set location, useful to design with single elevator ride in mind or quickly in the lobby
- Flow of interaction:
 - o Guests scan NFC code and are sent to game browser window #1
 - o In the browser, guests watch a video of GW as he appeared in the portrait
 - o GW introduces guest to the game's story and starts their "mission"
 - Possible to include some basic dialogue here between guest and GW
 - Option for guests to accept challenge
- At the end of the video, game prompts guests to find another NFC code to continue playing.

Functionality:

- o Functional AR browser game
- o GW video with dialogue inputs and responses
- o NFC code scanning to continue game

Interaction #3:

- Transition:
 - o Guests continue the game by finding the NFC code.
- Location:
 - o Multiple locations, all on tabletops in the guest's room and the main lobby for ease of play
- Flow of interaction:
 - o Guests find and scan new NFC code
 - o NFC code brings up AR browser window again, including new GW video
 - o In GW video, he explains next part of game = trivia puzzle
 - o GW explains guest's goals at this point
 - Include dialogue inputs for guests to ask questions and accept challenge

- o Once guests accept mission, switch to camera and show puzzle objects displayed in AR on table
 - Include Trivia Puzzle #1 mechanics and goal explanation
- o Guests use phone commands to interact with AR and solve the puzzle
- o Once puzzle is solved, GW video returns to congratulate guest, inform them to enjoy their time in DC and keep an eye out for a staff member with the hotel logo on their name tag to give them the clue.
- Functionality:
 - o GW video in AR browser game triggered by QR code
 - o AR browser game opening camera
 - o Displaying 3D AR objects in browser game
 - o Dialogue inputs for guests to interact with GW
 - o Puzzle mechanics
 - o Phone commands move AR objects toward goal
 - o End-puzzle trigger to bring up next GW video
 - o System to notify staff when a guest has solved this puzzle

Interaction #4:

- Transition (multiple):
 - o Guests find staff with symbol on name tag to give them next clue- look for staff member for clue
- Location:
 - o Guest's room or main lobby
- Flow of interaction:
 - o Guests receive a clue from staff about where the next trigger is (a letter at the fireplace)
 - o Guests use clue keyword and head toward next location
- Functionality:
 - o System to notify staff when guest has solved previous puzzle and track when they receive next clue

Interaction #5:

- Transition:
 - o Guest goes to the location that the staff member prompted.
- Location:

- o The hotel's GW ball-room. Located at door
- Flow of interaction;
 - o Guests discover and scan the NFC code at the fireplace
 - o GW pops up on app and says, "Go find the target outside of my Room" and head to next location
- Functionality:
 - o NFC code brings up AR browser window and camera again

Interaction #6:

- Transition:
 - o Guest goes to the location the location that GW told them too- outside of the ballroom
- Location:
 - o The hotel's GW ball-room. Located at door
- Flow of interaction:
 - o NFC code opens AR browser game and camera
 - o In AR, camera shows a portal to talk with spy James Armistead
 - o James Armistead talks to guests
 - Include dialogue inputs and responses for 60sec conversation
 - o James Armistead reveals suspicions about Martha Washington
 - Include inputs for guests to pry and learn more or keep going
 - If guests pry more they can receive a hint for solving MW's riddle in next puzzle
 - o James Armistead informs guests of their next location and the NFC symbol to look for
- Functionality:
 - o NFC code brings up AR browser window and camera again
 - o 3D model of James Armistead in AR, tracked to a certain spot in real-space
 - o Ability for 3D model to speak with guest and accept/respond to dialogue inputs

Interaction #7:

- Transition:
 - o Guests interact with James Armistead and head to next location
- Location:
 - o Hotel Salon
- Flow of interaction:

- o Guests discover and scan this location's NFC code
- o NFC code opens AR browser game and camera
- o In AR, camera shows a portal to enter Martha Washington's room where is with some of her grand-children
- o MW talks to guests
 - Include dialogue inputs and responses for 60sec conversation
- o MW asks guests to solve a riddle to gain her trust
 - Option for guests to accept challenge
- o MW tells them the riddle AND sends it to them as a text message
- o MW bids guest farewell
- Functionality:
 - o NFC code brings up AR browser window and camera again
 - o Portal MW in AR, tracked to a certain spot in real-space
 - o Ability for 3D model to speak with guest and accept/respond to dialogue inputs
 - o Ability for browser game to send guests a text message OR display an image they can save to camera roll

Interaction #8:

- Transition:
 - o Guests solve riddle by themselves, with help of friends or staff, etc.
- Location:
 - o Wherever riddle sends them to the location of the Champagne toast
- Flow of interaction:
 - o Guests solve riddle
 - o Guests go to riddle location and take the picture MW asked for (or get the keyword)
 - o Guests send picture or keyword back to MW via text or game browser window
 - o MW responds and tells guests to come back to Salon
- Functionality:
 - o Ability for game to accept/respond to certain image and keyword inputs over text

Interaction #9:

- Transition:
 - o Guests solve riddle and return to Salon to complete puzzle
- Location:

- o Hotel Salon
- Flow of interaction:
 - o Guests return to Salon and scan NFC code
 - o NFC code opens AR browser game and camera
 - o In-camera, see 3D models of MW, grand-children and James Armistead
 - o MW explains what happened
 - Dialogue inputs for guests to learn more and get the whole story
 - o Once guest selects the last dialogue option, MW tells them to go back to GW portrait and gives them the special image OR hand-signal to trigger the win reaction from him
- Functionality:
 - o QR code brings up AR browser window and camera again
 - o 3D model of MW, grand-child and JA in AR, tracked to a certain spot in real-space
 - o Ability for 3D models to speak with guest and accept/respond to dialogue inputs
 - o Ability for guests to select a 3D model to speak with
 - o Ability for browser game to send guests a text message OR display an image they can save to camera roll

Interaction #10:

- Transition:
 - o Guests speak with MW and are told to go to GW
- Location:
 - o Main lobby, near elevators
- Flow of Interaction:
 - o Guests return to GW portrait, this time knowing how to trigger it
 - o GW portrait greets guest, remembering face and continuing game session i.e. not standard greeting
 - o Guest shows GW image from MW OR gives hand-signal
 - o Triggers GW to move into end-game dialogue
 - o GW congratulates guest and asks if they'd like to take a picture together
 - Option for guest to accept
 - o Guest takes picture with GW
 - o GW tells guest to show that pic to staff for a reward and bids farewell
- Functionality:
 - o Ability for GW to remember guests face and game session to give different dialogue

- o Motion sensors for portrait to read guest's movements
- o Touch-screen OR hand-signal inputs for guests to respond to portrait
- o Ability for portrait to turn into camera and take picture with guest and GW posing together
 - Include multiple poses
- o Ability for portrait to send GW pic to guest's phone

Interaction #11:

- Transition:
 - o Guest has just spoken with GW and taken pic, now they go to the desk to show it to the staff
- Location:
 - o Front desk
- Flow of interaction:
 - o Guest shows picture with GW to staff
 - o Staff retrieve a Challenge coin (with hotel symbol on it) from staff as a prize for solving the game

Asset/computer order of Events

1. What do they see first?
 - a. General start screen
 - b. Straight to video (subtitles? Mute option?)
2. Second?
 - a. End of video
 - b. Maybe a recap of video in text form
3. Forward and Back buttons
4. Hand icon
 - a. Animated?
5. Video controls
6. "Find flat surface"
7. "Tap to place"
8. Box 3D Asset

9. Game Elements (tbd)
10. Washington again- forward button
11. Envelope 3D asset
 - a. Again, point at flat surface?
12. Prompt box for puzzle answer
13. Submit Button
14. Letter asset
 - a. 2D?
15. 3D James Armistead (or painting?)
 - a. Full room (alleyway)
16. Martha's Stationary
 - a. Do we want an inventory to bring items up again? (is that possible)
17. 3D Marth Washington
 - a. In her house
18. New letter with riddle
19. "Tap to collect"
 - a. Guessing this is with object recognition in AR
20. "Give item to Martha"
21. Grandson character 3D
22. "Give Washington Letter"
 - a. Inventory again
23. Picture UI
 - a. Through painting or app?

3D Assets

[Wooden Chest](#)

[Wax Seal Envelope](#) (\$14 still looking for free)

[Colonial Dress](#)

[Possible Alleyway](#)

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