

## Product Vision

1.

Our customers are people who are waiting in a room full of people they don't know and are in need of something to make time fly, while connecting with those people in the same room. They will also need Android phones/tablet to play the game.

2.

The needs of the customer that will be addressed is the need to make time fly by and having fun while doing so and maybe connect with other people in the same room who you usually see every time you are there but whom you've never talked to before.

3.

Having rounds and competing against other players while working with a stranger or someone you know will make the game fun and competitive at the same time. The interaction between the 2 players is really crucial attribute for the need of connecting with other people in the same room. Besides that the competitiveness of the game will make sure the game becomes fun. Because the driver can't see the map, the abruptness of the navigator telling the driver if he should turn while the driver is already dodging cars and keeping his eyes on the road is also a crucial attribute for keeping the game fun and making sure time flies by.

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The target timeframe is the amount of time we have for this project, which is I believe 2 months. The budget to develop and launch the product is the cost of the Android devices we are going to use and our time we are spending on the project.

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Tech Details:

### **Driver:**

To strafe from side to side the driver should tap the left or right side of the screen.. To take a turn the driver should swipe in the direction of the turn.

### **Navigator:**

The navigator can only see the map a portion of the map at any given time. He can freely search the whole map if he wants to, i.e. scrolling up or down, left or right to look for potential customers or the enemy cab. But there is no button to center himself on his cab or anything for that matter. If he loses his cab out of his sight he should search for it himself as fast as possible since the driver pretty much relies on the navigator. This aspect takes a little bit care of the "fun" problem of the navigator.

### **Game:**

Because the cab isn't in a fixed position in a lane it makes it harder to dodge other cars while also

making it easier to tackle another taxi cab to try and steal their customer. Once the customer has been stolen the cab should get a 5 or more second invincibility from the other cab. Or the other cab should "spin out". This makes sure that once you steal a customer the other cab can't steal the customer back straight away. Stealing a customer should double the amount of the original revenue. The reason for this is to get players to do this because they can ultimately get more points in the game this way. Rounds should last around 2-3 minutes and the game should be a little bit fast paced. This will make the job for the navigator harder and requires him to focus more, ultimately making the game fun for both the players.