Users make their phones touch each other for points.

(components to encourage protection)

Users can spend points to buy protection, or get checked out in the hospital.

Users start of with points.

(components to encourages touching)

The first few minutes users get double points for touching phones.

People on streaks get more points for touching

The game has a time limit.

The user with the most points at the end of the time limit wins.

Answer a fact to get protection

(Symptoms)

Screen changes

ringtone of bump

(Game play Dynamics)

Players will be asked a general Knowledge question about STD’s on contact with another player. incorrect responses decrements the players protection bar

An infected player will be chosen at random every two minute interval.

Upon being infected, player will receive a pop-up indicating the symptoms of the possible infection they contracted.

There will be a button indicating abstinence mode which allows players to set their discoverability to none/hidden.

Clinic Button, which players access to get diagnosis on their infection and also treatments.

Clinic button upon accessing, will diagnosis players based on their symptoms increase their awareness by explaining what their contracted STD is and the possible treatments

Treatments for STD’s will cost players Points.

Once infected a player’s points will begin to continually decrease along with varying symptoms such as (change in background picture, change of ringtone , etc), Symptoms will be STD specific.

Players will be awarded for Good gameplay and Knowledge of the facts about STD, by answering Three correct questions in a row, when they make contact with another player. score multiplier doubles.

Players will be given a 30 second time limit in which to respond to the question asked.

Difficulty level of questions will increment based on if the player is on a answering streak.

(Final Gameplay)

At the end of the Game players will be given a option to participate in a Knowledge based quiz in which they can wager points. Correct answers will be rewarded the appropriate bid amount, while incorrect answers will result in point loss.

Visuals

Discussions