

Team name: Scavenger.

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1. **Theme:** Earthquake aftermath. A Ludic way of giving communities some training in search and rescue procedures for earthquake survivors.
2. **Problem:** People are not ready to work effectively during times of great panic and chaos, and they are not aware of the realities and complications of search and rescue situations. It's important because we need communities of volunteers that are trained in working cooperatively during emergency situations, in order to help the existing authorities, who will be overtaxed by the most affected sectors.
3. **Target Audience:** Volunteers for Earthquake relief and Search and Rescue situations.
4. **The Design:** the game is a limited-time event in partnership with Google maps, in the same vein as "Pokemon Master," an April Fools event that captured the attention of millions of fans around the world. By utilizing an already existing platform, we diminish the need for the user to "find" the product. At the time of the event (which may be repeated periodically) the user will be prompted by the Maps app, asking them if they would like to participate in an event taking place within a 24hr time-frame after the prompt was read. If the user agrees to participate, they will then be prompted once again, at a random time during those 24 hours, with an explanation of the rules that starts the stopwatch of the game. This simulates the suddenness of a natural event. Google maps will then show you your position within the "affected area," and will display places of interest in your vicinity. Each of these places, if traveled to--at the user's discretion--will yield a clue. Sometimes this clue will be an important piece of information, sometimes another address that, when typed into the search bar will show a new, additional array of places of interest. The system will, additionally show you a list of people in your vicinity whom have also agreed to play the game, and allows you to contact them via text message, to trade information and help each other out. The point of this is that the more people connect with each other, the faster all the places of interest will be unveiled. Together, all the information yielded will help both educate the users and rescue virtual survivors. Additionally, users will also be prompted to participate in a harder level of gameplay by disabling all other applications on the phone (save calls, and text messages, which are essential for everyday life) until the victims have been rescued.
5. **Benefits:** a community that is better prepared to face chaotic emergency situations by working as a unit, and a greater chance of finding and helping survivors due to an increase in competent manpower.
6. **Questions:** are there specific regulations or instructions followed during a search and rescue operation that we should know, in order to properly integrate into the game? Do first respondent volunteers need to be registered anywhere?