

Theme:

Our team will be using a smartphone apps to create a pervasive game to promote earthquake preparedness.

Target audience:

Young adults with access to smartphone.

Rationale:

The game is designed for surrounding massive multiplayer and social game experiences. The reason that we choose this theme is because most people do not know what survival kit should be included such as three gallon of water and food that can last for three days.

(eg. <http://vancouver.ca/home-property-development/make-an-emergency-kit.aspx>)

Design Description:

Each players will be assigned different survival items such as water, food, flashlight, radio, first aid kit and multi purpose tool. During the game, the apps will assign different task to players and they will need to trade their items with another player. If the players not able to find the items, they can buy the actual items to complete the task instead of trading with other players, it can be add into the inventory manually. Each item represent certain XP, once the player reach 100 XP he/she will win the game and receive an actual survival kit as reward.

Goal:

Receive XP from collecting items, and players will win once it's reached 100 XP. Throughout the game, players are able to collecting different items in survival kit so they will have knowledge of what should be included in a survival kit.

Rules:

Players can only exchange items with the same value.
Players cannot exchange food that is expired.

Feedback system:

The game will show an XP bar so the players know how far they have achieve their goal.

Voluntary participation:

Our game motivate players to complete their task by reward and they will also gain knowledge throughout the game, it has proper motivation to encourage players to participate the game.

Benefits:

The expected benefits of the design is layman terms, people without knowledge in earthquake are able to know what they should comprehend.

The game is presented as a type of outdoor augmented reality game that makes the player immersed in an actual physical environment where they need to prepare for the coming disaster.