

**Team Name:** Team Staircase

**Team Member Names:** Leland Chung, Jodie Liu, Jennifer Lee

**Theme:** A pervasive game played on smartphones that teaches players the importance of planning ahead and knowing well-known landmarks the event of an earthquake

**Problem:** We want to tackle the problem of not having a meeting plan with your family and not knowing where they are in the event of an earthquake. Most families have members who work and go to school in different parts of the mainland and they don't have an agreement on a place to meet. When families do get separated, it is a long awaiting experience to heard back from them. We want to inform families, and even strangers, what it is like to look for other people in case of a major emergency. Additionally, we want to inform our players about certain locations/landmarks that would be ideal for their families to meet.

**Target Audience:** Families

**The Design:** Similar to Miu Miu's Somebody app, where players go into the real world to look for other people.

1. Players will be given the option to customize their own parameters of the game. For example, the size of seeking area, to play with or without photo of themselves and time limit options (which would be based on the size of the seeking area they choose). There will be an option to add multiple players that can add more of a challenge to the game.
2. Players will submit a photo and 5 clues about their current location. If a player enters a landmark into their clue, such as a specific building, intersection, etc, an information screen will pop up with the details and safety of the landmark. (For example, if the player enters "near a rec centre" an information screen will inform the user on safety features of the location)
  - a. Each selected landmark will lead bonus points, which is based on how safe the landmark/location choice is made by the player. For example, such as: if an office tower is entered as the landmark, they received 0 points, because the glasses wall of the office tower.
  - b. If the player doesn't enter a landmark, a warning screen will show up stating that they have not entered a safe location clue giving the player the choice of close locations (based on their location service) or to continue without entering another choice
3. Players will then be matched with another person nearby that is also using the application.
4. When the player accepts the initial player's invitation, they will also submit clues about their location, which will be sent to the initial player.
5. Both users must find each other in an allotted time using the given hints and a picture of the person.
  - a. If the players find each other, one player would have to scan the others QR code to check in. Points will be based on how quickly users find each other and a rating system would allow players to insert feedback on each other
  - b. If the players don't find each other, the player will receive feedback on their sessions. This will include some information on key landmarks and suggestions on future locations. Each player will lose points if they don't find each other.
6. A post-questionnaire of 2 questions will show in the end of the game.
  - a. Questions will include:
    - i. Do you have a family meeting place?
      1. If yes, Where is it and how far is it from your current location?
        - a. "FindMe2 (name may be changed) allows players to find each other in the allotted time.
          - i. An information screen about their location will pop up to give them information and more knowledge of planning ahead
      2. If no, a message to the player will be given
        - a. "After the event of an earthquake, people who have a meeting area will save more time to find their family. Now, you know how hard to find a people after an emergency. Having a meeting plan with who you love today!"

**Benefits:** The time limit will give people the sense of anxiousness when trying to find the other player, the customization of the parameter gives choices to people who want to challenge themselves and to increase the enjoyment and interest of the game. The location pop ups give players information on certain landmarks that would be helpful for planning meeting places with their families. We hope that this game will give the players an understanding of the importance of planning ahead. There are many things families can do to prepare for the aftermath of an earthquake, one of the best things that they can do is to establish a meeting area.