Theme:
Our team will be creating a pervasive game that uses Facebook Groups & Messaging on smartphones in order to collect items for an earthquake kit.

Target audience:
Young adults on Facebook with access to smartphones.

Problem:
Since the start of the semester, the majority of people that we talked to and observed had no earthquake kit in their homes. Most people believe that an earthquake will not happen or do not take it seriously enough to prepare for one.

Design Description:
The pervasive game that we are designing uses the allure of winning a complete earthquake kit as motivation to attract players, and to keep the game fun there is a good mix of social, observational and behavioural mechanics involved. Players form groups of 2 to 5 and register for the game on Facebook. The game takes place in Downtown Vancouver during a weekend when all the players are free, and lasts for two hours. When the game starts, players are messaged clues to the locations of various hidden caches containing earthquake kit items. Teams must find these items and get as close to getting all the items for a complete earthquake kit as possible before the time runs out. The location messages come in waves every 20 minutes and the locations shrink in quantity with each wave. This is designed so that groups start off relatively isolated, but eventually run into each other and are thus presented with opportunities to donate or trade items. There are no restrictions on trading or donating so players are encouraged to use their best judgement to collect all the items they need from other groups. Every 5 minutes, the locations of the caches become updated to be easier to find till finally the exact location is clearly shown when 20 minutes are up. This is to prevent people from getting stuck.
There is also one secondary team of 4 players that play the role of the "earthquake" in our game. This group is given the exact locations of all the caches and are tasked with designating an area as destroyed if they predict there are players in it. This can be done once every 20 minutes. Players in areas that become "destroyed" are forced to register one of their items as "lost" meaning that it cannot be used in the game anymore. The earthquake team wins if they manage to destroy areas to tag the majority of the other players.
The narrative of the game involves players working together to find the items they need to survive as they approach the epicenter of the earthquake while trying to avoid areas that they believe will become destroyed. The playing area is designed so that caches are spread out more near the edges which the players find early on in the game, but come closer together as the game goes on and the players approach the central area or "epicenter" of the earthquake. The risk also increases as players approach the center since the earthquake team has less choices of places to destroy, meaning the probability of being in location that is destroyed increases closer to the center.

Benefits:
The ultimate goal of our design is to provide a memorable experience for the players so that they can see the creation of an earthquake kit in a positive way instead of as a chore while simultaneously teaching them about what goes into the kit. This will result in more people being prepared for an earthquake by having an earthquake ready at their homes. Other than this, the aspect of interaction between players to decide how much to share and trade and how much to keep for one's own team is meant to make players reflect on how to balance supplies between one's own family and strangers in need of help in the aftermath of an earthquake.