

Schooldilocks! Game

Schooldilocks is an icebreaker co-op reality game designed for college freshman in a campus setting. This is played in a three people group. As a group, people solve puzzles together and develop their own Schooldilock story within gameplay.

Overview

In the Goldilocks story, the three bears never find out who's Goldilock, who had eaten their breakfast. But in Schooldilocks!, designed to be played in orientation or the beginning of the semester. Players will randomly be teamed up, and they will have to gather clues, solve puzzles (individually and also in a group) around the campus area to find out who is the intruder together. Players will take short video clips with Mixbit app individually and combine their clips in the group as the final deliver for the game.

Genre

Scavenger hunt, second screen interaction, interactive recombinant storytelling.

Technology

- Computer
 - Email

Email will be the main communication method between the organizer and the player, all instructions; feedback of the gameplay will be delivered by email.
 - Google

Some game clues and information can be found via Google search.
 - Website (Google document)

Will use Google document to make some puzzles and gather player

information. The pre-quiz for grouping will be done on Google survey too.

- Mobile phone

- Apps

- ◆ Mixbit

Mixbit is an app that allows users to create videos together right from user's mobile device. This is the main application use in Schooldilocks! to form an unique storytelling experience with a team, and also a great way for experience share in the program after every player team finish the game.

- ◆ Line

The organizer will team up players based on the pre-quiz. The players will get different instructions according to the character they were assigned to. The organizer will send each player a code to join the group chat that is created by the organizer for the team. First puzzle will be sent by Line before the players meet each other.

- ◆ Layar

Layar is a simple Augmented Reality app that can show digital contents on top of physical objects easily by phone. On each designated site on campus, there may or may not have instructors waiting on the site. If there are no instructors on site, then player will have to find the correct object, and scan it to see their next clue/puzzle.

- Phone call/Text message

Phone and text message is used to send instant gameplay support when the game already begins and the players might not check their email that often. And also served as part of the storytelling experience.

Synopsis

Each stage of the game is described as below:

- Ⓐ Send invitation to students (one week before the school starts).
- Ⓑ Send participants a link to the website, and a link to the pre-quiz.
- Ⓒ The quiz will categorize participant into three characters, system will randomly generate groups of three.
- Ⓓ Organizers create Line groupchat, and invite participants to join.
- Ⓔ Send out big puzzle and a map via Line groupchat, and each player will get an email individually about their own mission, their special ability power up cards and puzzle. The answer to the small puzzle will form a story that contributes to the big puzzle.
- Ⓕ As a group, players have to find the right place and time to meet on campus, direction to the next step will be presented at the place. (If they can't figure out, the organizer can give them hints)
- Ⓖ Each group has to explore the campus to find clues and develop their group story. There will be 10 locations on campus need to find, take Mixbit clips, play mini games, solve puzzles and gather clue pieces (basically is text puzzles that tells the story).
- Ⓗ There will be a count down on times. Limit 2 hours; see how well each group can do. At the end of the game, all groups will gather up in a room and show their films and stories, and the fastest team will get a badge.

Note: Some materials will be sent out before the challenge, but all the instruction and interactive elements (Layar app) will not be active until the designated time to avoid player take advantage of solving them first. However, this game is all about building relationships with your future fellow schoolmates and helping students to get familiar with their campus. So pre-game group conversation and campus exploration is encouraged. Organizer will make sure the material sent out previously will not include any hint of the specific location on campus where every puzzle will be in the actual event to ensure the game will be played fairly.

The Story:

“Insert Big bear Mixbit film 1”, so we set off the journey to find what is happening on the campus, and I met *“Insert Medium bear Mixbit film 1”*, *“Insert Little bear Mixbit film 1”*. This is how we try to solve the problem *“Insert film2”*, and see what we found *“Insert Mixbit film 3”*. TA-DA! *“Insert Mixbit film 4”*.

Film1(individual)- Please record all following information in a 30 seconds film.

1. Hello, I am-
2. This is my home town-
3. My favorite toy is-
4. I saw those picture(we send out the picture), and I noticed there are something different-
5. Personal note-

Film2(group)- Please record the film no more than 5 mins.

Player will get instruction for the topic they should take in every location.

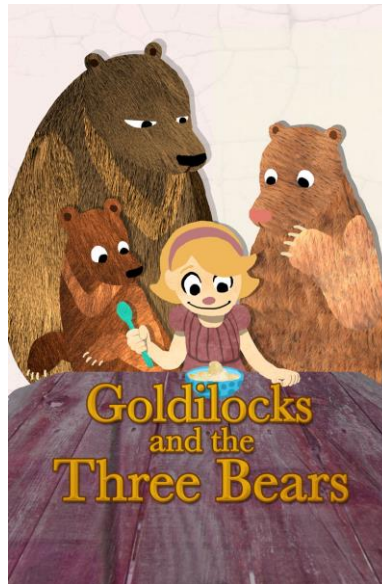
Film3(one by one in a group)- 1mins total.

At one of the locations, players will get different instructions, they have to film separately and combine the clips together to be film3.

Film4(group)-1mins total.

The final answer they get from their gameplay. They will have to draw out their “Goldilock” and explain why she look like this, and also what she’d done to them (this part will be revealed if they solve all ten puzzles on campus).

Characters



The characters mostly affect the ability players will have for solving the game puzzle. And the puzzle/ mini game will be designed so players have to use their abilities to form strategies and win the game.

- Big Bear

Speed ☺☺

Might ☺☺☺☺☺

Knowledge ☺☺☺

Power up skill: Might boost(+3 on Might, 5 times)

Goldilocks affect: Big Bear's toy box, one toy is missing.

- Medium Bear

Speed ☺☺☺

Might ☺☺☺

Knowledge ☺☺☺☺

Power up skill: Call out (on Line chat, and organizer will answer the question, three times)

Goldilocks affect: Two pages from the book Medium Bear is reading were torn off.

- Little Bear

Speed 😊😊😊😊😊

Might 😊

Knowledge 😊😊😊😊

Power up skill: Speed run (Can reserve the first priority on a stage, also can use this ability to send their final deliverables to the organizer, only one time)

Goldilocks affect: Goldilocks has eaten the little bear's porridge.