A game for Aladdin SECOND DRAFT

<u>Working title: "The Lamp"</u>

Imagine a game involving all of the Media Docks building. It would be played by all at the ISNM and any guests who are staying at the ISNM how ever short their stay. This is a game based on hunting and gathering. Based on credits given either for "capturing" one of the virtual characters hiding in the building or carrying out a sequence as requested. (Challenges/dares) i.e. scanning in a certain sequence of tags.

The overall aim of the game would be to get enough points and put the genie back in Aladdin's lamp!

In the morning ISNM people receive a "riddle", which they have to solve by the end of the day. The time frame for games may vary, for example a daylong game, a week or a whole semester. For example passing through a specific sequence of rooms reveals an answer. So somebody might for example be instructed to make a coffee i.e. scan the tag at the coffee machine, go to the library (tag at door) then go to a shelf (tag attached) where he/she watches a movie sequence streamed to a PDA then log onto a specific URL on a computer and type in the characters name from the movie and the credits are logged to that person.

The PDA display could show a plan of the building; perhaps this is over two or more pages. The virtual characters would appear at certain locations and only at certain times of the day. Each character would have different values. Of course the more difficult characters would have a higher value, and for example one might only appear in the student lounge on the phone for a few minute period between 8:30 and 9.00 in the morning. Passing a PDA over the tag "captures" the character. (But are you prepared to get to the ISNM early just to get those points?)

Another example might be that 3 students are instructed, via beacon to scan a certain RFID tag say at the lounge door. Each has received a single letter "R" "S" and "U". It takes them a few minutes together to realise this spells the name "Urs". So they race to Urs's office knowing that the first one to scan at his door with their PDA gets the points. (Or maybe further instructions).

Imagine sitting in class and you receive a signal on your PDA that one of the creatures has just appeared in the hall. You might be the only one to have received the signal, or maybe not. You have to decide to wait until after class or leave the class making it look like you are going to the bathroom? And what if somebody else stands up at the same moment, coincidence? (It might even be the Professor!).

You might see that one of the creatures is in Hubertus's office. You need to get into his office to scan the tag on his phone. What excuses are you going to dream up, if he has a meeting and in a few minutes other people might also know the location? It is not always clear who has the same locations of characters as transmitted to your PDA. Maybe you can do a deal with Beatrice, if you "trade" her one of your captured creatures she will be

prepared to go into his office with your PDA under the pretence of needing something and scan the tag for you?

What effect will this have on life at the ISNM? People will have their routine changed; there will be chance encounters. Staff, faculty and students might engage with each other in different ways. The social life of the school might change…

Some ideas using Phidgets.

The Phidgets could be also used as ways to gain points. For example the rotation sensor could set up as a safe lock. After unravelling a riddle, or gaining enough points the code to the safe could be revealed to the PDA user. So the lock is turned certain directions, a certain number of times and distance and more points are gained.
Inside the safe is an RFID tag, the person has an additional ID number, which the system recognises and is therefore privileged to additional information about the location of creatures. (Idea might have to be adapted if now using IR tags?).
The pressure sensor could be set to revel points after a certain weight for a specific amount of time has been applied, this weight only being revealed after other points have been gained…

Similar ideas could be developed using each of the Phidgets.

Implementation.

The implementation of the game in the class context would mean breaking up into teams. The first phase would involve brainstorming different "game scenarios" of the types suggested above, especially integrating Phidgets. (Each team to make a brief presentation of their idea). After that a number of games would be would be chosen to be implemented and teams then made to develop these ideas and implement them into Aladin.
An important part of each game would be the graphic design. For example figures or characters would have to be developed graphically. Also how the plan of the building or parts it of would be represented would have to be resolved. At least one person from each team would have be for responsible for this, forming a separate team with the "designer" from each team to ensure an overall look and feel of the game.
Each team would then develop the rules/parameters of their game idea.
A system would have to be found so that no one person knows all the locations of the creatures and answers to puzzles. Perhaps the server generates this or only the Genie knows! :))