General Game Concept

Core Idea: A cozy, online, mystery puzzle game where each mystery and puzzle you solve uncovers clues to solve the mystery.

Core Gameplay: Players walk around the virtual city of Eindhoven and talk to NPCs as part of the objective to get clues for the mystery. Solve Puzzle every so often to unlock the next area.

Mechanics: Players move in an environment using the keybinds set within the game (WASD), Interact with NPCs, Puzzle Solving, Exploration and communication with other players (Chat).

Offline Feature: The offline feature offers players to move around In Real Life (IRL) to move in game. For Example," Pokemon Go!" is a game that uses this offline feature. Players need to walk around "IRL" to complete objectives such as talking to NPCs and solving puzzles. Although, interaction with NPCs and solving puzzles will be done in game. So offline features will only affect how the players will move.

Location Based Aspect: Mobile application used as a location feature to traverse the environment both in game and offline. This feature, after careful consideration will be better if applied in an event and controlled environment as explained in the Safety Concept below.

<u>Addressing Safety Concerns</u>

We understand that allowing children to meet up in real life spaces from online spaces can be extremely concerning and we want to address this clearly.

Bonds will be playable in conjunction with Join Us- Join Us counselors will announce that they will run a Bonds event where children with their parents can sign them up with Join Us to participate. They will be able to talk through anonymous online worlds before meeting, however these online chats will be monitored and be able to be checked by Join Us counselors. On the day of an event, all participants will meet at a central location where they will be organized into either randomized or pre determined groups. Then they will be able to explore and find clues within a designated zone / area that will be designated for the event. There will be verified chaperones / Join Us counselors at all areas of the event so that way kids will be able to feel like they can freely wander in the area to gather as many clues as they can. They will not be competing with other teams, and can interact with other groups going around to find clues.

Online data will **not be saved.** Logins will be generic and randomized with no identifying data to attach it to a specific person. Logins will be changed each time an event happens and children will be given a random character to play as on a random account. Afterwards they will be kicked off of the account with the information changed.

Events can come in conjunction with join us to team up and host Bond events at their event. This will be publicly posted on event websites which they can then sign up through Join Us. These events will not be able to host online meet ups before the day, as it runs a great security risk of someone lying about who they are. They will need to meet up directly with Join Us organizers who will then stay with groups the whole time through events.