

General description of the game

Goal of the game

Citytracks is a game in which the players explore the city, it has a clear touristical purpose. This game will be offered and used by a broad range of people.

Target groups

- 1. Municipalities** will offer it as a touristical product to individuals (couples, families, friends) who play on their own or against each other. Municipalities will also offer this game for groups (for example youth organisations) who will play with multiple players.
- 2. Our distribution centers** (mainly game centers) will also offer this game for individuals and groups who want to explore the city.
- 3. Event companies** will offer this game as fun activity for companies who want to explore new cities.
- 4. Individuals** who own a GPS phone and want to download a game to play it.

Brief description of the game

On the game locations, players get questions about the location. These questions can be multiple choice or open. When the answer is correct, the score of the player goes up.

A player can play on his own, or compete with other players who play at the same time or players that have played before who are ranked in a ranking.

At the end of the game, when time is up or when all the game locations have been done by the player, his score is saved so that it can be compared against the scores of the other players that play at the same time or players that have been playing before.

When a player plays a game, he follows a certain 'track': he goes from location to location in the city. When more than 1 player is playing the game, the other players follow another track, so that all players don't walk together. These tracks are made up automatically by the application: the application creates a route for each team in this way that the routes are more or less equal for each team.

The community

In the current version of the game, the tracks are defined in a closed environment. Event companies define scenarios with locations, questions and answers. No other parties can access or change these scenarios. But we would like to open our scenario tool to give the possibility to people who create a Citytracks game for others.

So we want to have a web administration that allows people to add scenarios themselves. We want to set up talks with a Belgian company who has a very nice product (see [HYPERLINK "http://www.routeyou.com"](http://www.routeyou.com) www.routeyou.com). They have a web tool to create routes for walks and tracks, but without questions, only tracks with some extra information on POI.

Our idea is to extend their tool a bit, so that questions and answers can be added to the routes. This way, everyone can create a scenario for a citytracks game. Players who want to play a game created by someone, are guided to the La mosca website where they can download the client software and pay for a password to enter the game.

By installing the software on the GPS phone and entering the password, they are able to play a game.

This whole idea would open up the current closed environment of event companies creating their own scenarios

to players creating scenarios for other players.