









CONFIDENTIAL CASE1: Help Santaclaus decorate the city.

10-11-2021 • GEVAGO bv • Voetvolkstraat 4 • 1502 Lembeek • Belgium

Collect as many Christmas baubles as possible by colour and bring them to the right X-mas tree. Watch out for opponents and trolls that want to sabotage the game.

When a logged-in player approaches an object (object in reach of gps-fence radius 30m of player), the object will be picked up, activate an action, put in the inventory, add points to the score,... Object visible are: baubles, X-mas tree, presents (have different invisible content that appears after pick up, ex. Sledge, candy stick,...)

Object name	Object type	Nbr	Action	Deliver at	Condition	Follow up action	Points	Comment
Bauble-red	fixed	10	Pick up by player	tree-red	When delivered	Disappear 15min for opponents. Disappear definitely for player (<i>disappear</i> ²)	50	Bauble in gps fence player="pick up"=add to inventory player.
Bauble-orange	fixed	10	Pick up by player	tree -orange	When delivered		25	
Bauble- yellow	fixed	10	Pick up by player	tree - yellow	When delivered		20	
Bauble-green	fixed	10	Pick up by player	tree -green	When delivered		15	
Bauble-blue	fixed	10	Pick up by player	tree -blue	When delivered		10	
Bauble-purple	fixed	10	Pick up by player	tree -purple	When delivered		5	
X-mas tree-red	fixed	1	Receive RED baubles		20%=2 of 10		100	X-mas tree in gps fence player: inventory of corresponding colour "delivered"=transfer to tree= points added to score.
X-mas tree -orange	fixed	1	Receive ORA baubles		40%=4 of 10		200	
X-mas tree -yellow	fixed	1	Receive YEL baubles		60%=6 of 10		300	
X-mas tree -green	fixed	1	Receive GRE baubles		80%=8 of 10		400	
X-mas tree-blue	fixed	1	Receive BLUE baubles		100%=10 of 10		500	
X-mas tree -purple	fixed	1	Receive PURP baubles				Full with pick=1000	
 Star-pick	Fixed-temporary	5	Pick up Doubles value of a full X-mas tree		(click on it so see time remaining)		10	Appears 20min after start for 5 mins (40,60...)
 Reindeer	Moving	5	Delivers baubles to X-mas trees instead of player	Corresponding X-mas trees	Sledge needed in inventory	(<i>disappear</i> ²)	0	Not in inventory
 Sledge	Fixed	5	Pick up Condition for activating reindeer	Reindeer	In inventory	(<i>disappear</i> ²)	10	
 Troll	Moving	5	avoid		When caught by troll: you lose current inventory not yet delivered	Disappear definitely for player.	0	When troll in gps fence player: current objects in inventory lost. 5 trolls appear 5min after start, 5 more after 40 min
 Candy stick	Fixed	5	Pick up: Attack the opponents in range		(multi-player mode)	When used: delete Candy Stick from inventory (<i>disappear</i> ²)	-200 opponent +200 player when used	Opponent in in gps fence player: click to "shoot" with candy stick. Opponent is "neutralized" for 1 minute= cannot undertake any actions.
 Santa Hat	Fixed	5	Pick up Protects against opponent Candy stick attack		(multi-player mode)	When used: delete Santa Hat from inventory (<i>disappear</i> ²)	0	When attacked by opponent, no points will be lost. Object deleted from inventory.
 Decorative snow spray	Fixed	5	Pick up: Invisible for troll and opponents for 5min after you activate it			When used: delete Spray from inventory (<i>disappear</i> ²)	10	No actions can be performed to player: troll, candy stick, firework
 Firework	Fixed	5	Pick up: Drop to neutralize troll and opponents. Active after 1 min when dropped			When used: delete Firework from inventory (<i>disappear</i> ²)	-100 opponent +100 player when stepped on Troll disappears	Opponent in gps fence of Firework object: points transferred.

- Temporary types:
appear X min after start; duration X min; interval X min to next appear; when activated by player disappear
Ex: star appears 20 min after start and stays visible for 5 min. Then it disappears and re-appears at start+40min, ...
Ex: object appears 1 min after start and stays visible for 30 min. Then disappears for ever from the game. (ex. create zones with objects that disappear)
- Invisible types: (POI's)
locations that are invisible in the game, but when triggered by player, initiate an action.
Ex: location of local shop, when triggered the corresponding pop-up banner appears on top of screen for X seconds.
Ex: banner of global sponsor that appears X min after start; duration X seconds

Top of screen: MENU, time left and score. Pop-up banner with ads (free version)

Bottom of screen: inventory

End of game: rate the game, upload score to hall of fame, post on FB, INSTA,... Register to account in case of redeem.

Start of game: - game code will define which game type, zone(city), language and nbr of players

- player name

- choose an avatar (choice related to game type) Ex. Santa, robber,...

MENU: game help instructions, ...

- MENU: link to webpage with overview of vouchers to be redeemed.
- System to redeem into voucher? Creation of a unique voucher nr that can be exchanged in participating Shops.
- Registration of the user online? Collect data from players.

Player Account: keep track of which games played, points collected etc..

