

CITYQUEST STORYBOARDS



Team
BY **Ave**

1. Our game design proposal is based on the Imagine Cup 2011 submission. The new game features around 10% of the original idea: main objectives were to accomplish all the MDGs and bring awareness on toughest world problems, through player actions and social media interaction (Twitter). An issue that is covered throughout the new game is helping friends get well and deal with diseases such as *osteogenesis imperfecta*. Based on the feedback we received, interesting story elements and gameplay were added.



child



teen



adult

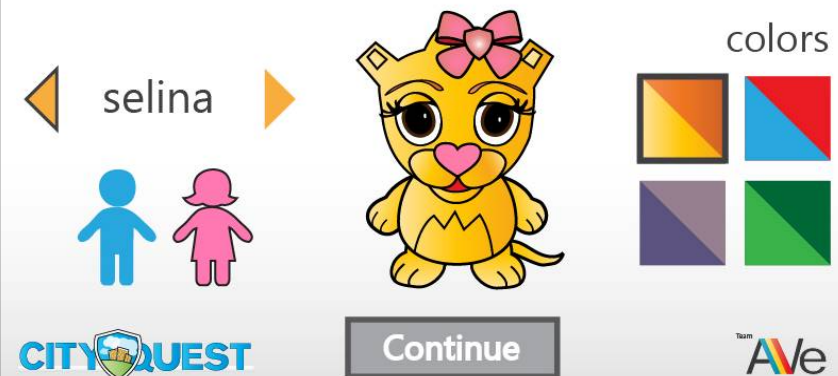
2. The story is focused on the main character adventures. Player impersonates a lion-type hero to be controlled through the 3 life stages: child, teen and adult. CITYQUEST is intended to be played by 5+ year kids.

customize your hero



3. From the very beginning the players are set to customize their hero with the help of a series of options. For instance, here, we illustrate that the player could select the gender, the color scheme and name of their companion.

customize your hero



4. The users can change the character gender, thus assuring gender equality from the beginning of the game.

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5. At first contact with the city, the players must explore and make new friends. They do that by solving quick Millenium Development Goals.



6. Solving the quick MDGs is done by setting awareness (actually, this part is based on previous CITYQUEST version). The player accomplishes the goals by gaining new friends marked with ♥.



7. Player could interact with the environment, including access to the map and the personal diary which offers the current objectives, inventory, and statistics.



8. The diary contains information regarding the current objective, current level and city health, the number of achievements unlocked and stats about our friends and citizens (which are healthy, which are not).

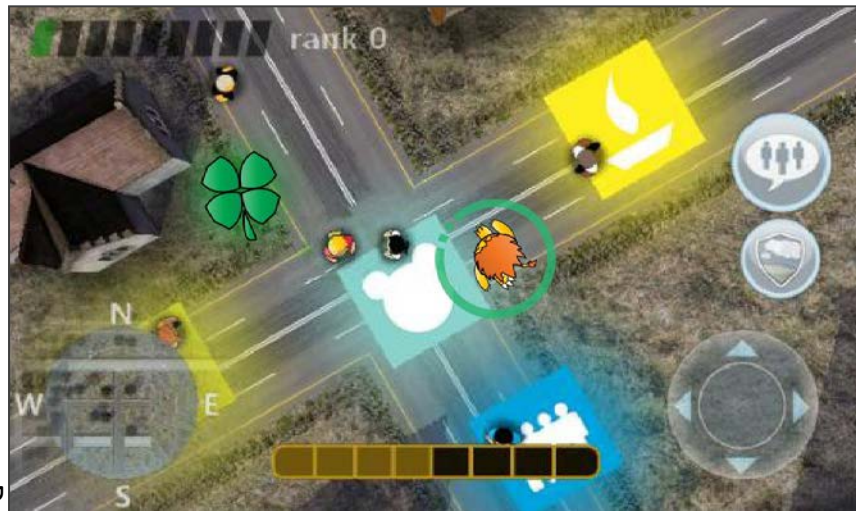
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9. After gaining a significant number of friends, the player is introduced to the plot: the city and player friends are getting sick (their bones get fragile just like *osteogenesis imperfecta*). The player also advances to the next level: the character becomes a teen.



10. A cure must be found quickly. Exploring the city for help, the hero finds a strange-shaped stone carved with a message:
The city needs your help, great adventurer. Find these items and you can save the day.



11. Some items can be found by simply exploring the city. For example, the four leaf clover is just waiting to be picked up by our hero and used later to gain the antidote.



12. Other items must be earned. This is done by interacting with non-playable-characters (NPC) that have a gamepad icon. They need your help and after you complete the challenge correctly you can be awarded with an item.

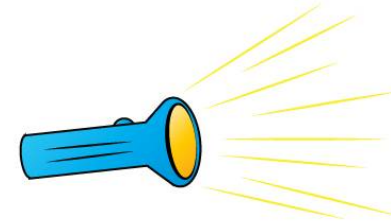
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find the amulet



13. Mini-game challenges are designed for educational and interactivity purposes. For example, CITYQUEST is testing the *eye coordination and touch gesture reflexes* of the hero.

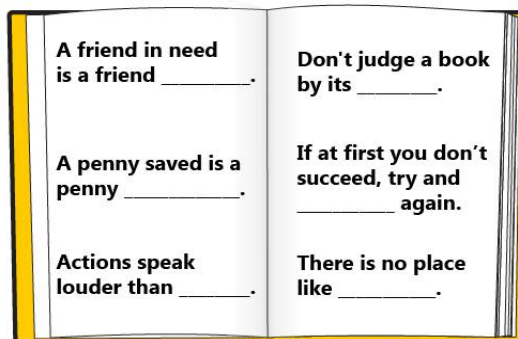
If two batteries can keep your lantern going for 18 hours, how many do you need for 72 hours?



14. Also, CITYQUEST is testing the player *logical and mathematical basic knowledge*.

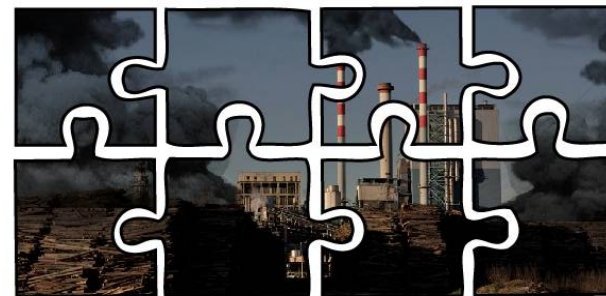
complete the book

Complete the missing pages with the right words to finish the book.



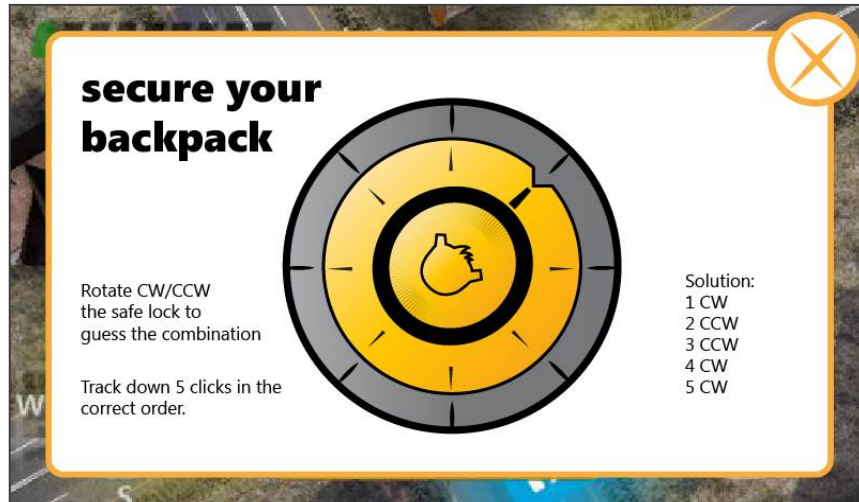
15. Other mini-games may challenge the player *intuition and creativity*. This game requires for the user to complete the sentences with the correct missing word.

solve the puzzle



16. A puzzle may include different sceneries. In our case, the user is requested to solve a puzzle that expresses pollution. After the user solves it, the scenery becomes clean and shiny, thus helping stop pollution.

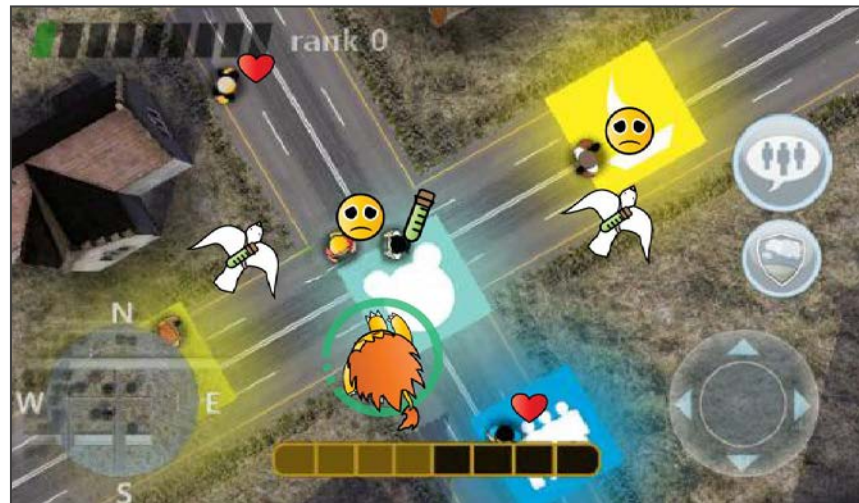
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17. After all items are found, they are kept in the hero's backpack. To secure it, player must put a lock. A new challenge emerges — locking the backpack with the right combination with rotating gestures.



18. After securing the backpack, the player gains a new level – the hero is now an adult. The player can now help the city. During this time, birds may fly in and out of the screen. The player could catch them for later use – the birds can help transport the antidote.



19. In the final stage of the game, player is racing against time to distribute the cure to sick friends or citizens. Player could adopt multiple strategies. One can try to distribute the antidote on their own, delegate cured friends (and gain extra points) or collected pigeons.



20. After helping all in trouble, the city gains back its shine; at this point, the player is faced with a decision: to play again with a new character and unlock new features and/or achievements or choose a new challenge – continue to another city/map in danger.