

# Detour

**Get Out and Play**

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## Our Process

Our team started brainstorming on the types of tasks that we would like our app to support. We also wrote down sub-tasks to clarify the steps we intended each task to have. Then we canceled out tasks that we knew we certainly didn't want to support, and prioritized the other tasks based on their necessity for us to execute the concept of the app. After selecting the top tasks and assembling them into categories, we came up with 3 major tasks that we would like our app to support:

1. Setting up the game
2. Playing the game
3. Ending the game

We decided to include three types of games—Hot & Cold, Scavenger Hunt, Physical Challenge—in Task 2 (“Playing the game”) to offer variety. Hence, our final set of tasks are:

1. Setting up the game
2. Playing a Scavenger Hunt clue
3. Playing a Physical Challenge
4. Playing Hot & Cold
5. Ending the game

Following are the scenarios that we wrote down for each of the above tasks, followed by storyboards and app maps respectively.

## Scenarios

### Start of Game

Four friends, Victor, Rosalita, Evita, and Nacho, decide to spend a sunny weekend afternoon together in SF. Because the Quidditch tournament was canceled, they decided to explore a new neighborhood in SF. Victor suggests they use the Detour app to get some ideas. He pulls the app up on his iPhone and scrolls through the list of locations. Looking over his shoulder, Rosalita says, “Have you heard of the Castro?” After sharing a laugh, the others agree to head to the Castro since it's close enough to walk there.

Victor adds his friends as players in the app. Everyone takes out their phones and accepts his invitation. The app displays the starting point for the Castro Challenge. Once they walk to the correct intersection, their phones' GPS alerts them, “You have arrived!” and prompts them to check in to start the game.

Once all the players have checked in, the game gives them the first clue to the first destination.

## Game Scenario

Hot & Cold

Type: Intra-Team Competition

Skill Level: Moderate

After completing an eventful first challenge the Team elects to **proceed to the next challenge**. Detour points them in the direction of nearby Duboce Park. They leisurely follow the path indicated on the map. Excited to reach the next challenge, Victor has decided to move ahead of the team and gets to Duboce Park early. He proceeds to the center of the park indicated by the pin and **selects the check-in button**. Since his friends haven't arrived, Detour allows Victor to **discover fun facts about the neighborhood** or **review the current team rankings** while he waits.

Victor's friends arrive a few minutes later and check in on their respective screens. The next screen simultaneously appears stating **On Your Mark** indicating that all players have checked in. They all click to the next screen titled **Get Set**. The challenge appears. It's a game called **Hot & Cold**. Not everyone is familiar with this game so they quickly **review the rules**. Now prepared, everyone clicks to the next screen titled **Go!** The challenge has now started.

**Hot & Cold** is played separately by each player, but all within the vicinity of the park. The event is timed so even if people can't complete the challenge, the app offers a **clear ending** for the game. They have **5 minutes** to reach as many individual checkpoints as they can. Each person moves around the park to locations **indicated by the Detour app in a specified order**. The friends move quickly, checking their map to find the next point. In the middle of the game Rosalita gets distracted by a cute dog looking for attention. After a few minutes of no activity Detour reminds her of the challenge but she decides to **select a forfeit**. After all, she's more interested in the playing with the dog.

Victor, who has played Hot & Cold before, **completes all the checkpoints** before the time runs out. He catches up with Rosalita. The remaining two friends don't complete the challenge within the time limit but that's ok. Detour sends a message to each friend **indicating the challenge is done**. Detour also tells them **where to meet-up** now that the challenge is done. Victor and Rosalita say farewell to the dog and join their friends in the center of the park.

Detour gives the friends their **preliminary scores**. Rosalita is disappointed to see that she only earned a few points. But after each challenge Detour also offers a **bonus screen** that allows the friends to give away **love points**. Everyone but Victor gives bonus points to Rosalita. And she wins the challenge without even trying! The friends share a laugh. Victor tweets from inside the app: "@DetourApp is fun but my friends are now my frienemies. #robbed".

Excited to continue, Detour sends the friends to their next game a few blocks away . . .

**Game Scenario**

Scavenger Hunt

Type: Collaborative

Skill Level: Easy

The next clue is a scavenger hunt challenge. The group doesn't know to what location the clue is referring, so they ask for a hint. After they get the hint, Evita thinks she knows which three-word bakery the clue means, so she leads the team to the Hot Cookie Bakery. When they arrive, Detour uses GPS detection to alert them that "You have arrived!"

**Game Scenario**

Physical Challenge

Type: Intra-Team Competition

Skill Level: Moderate

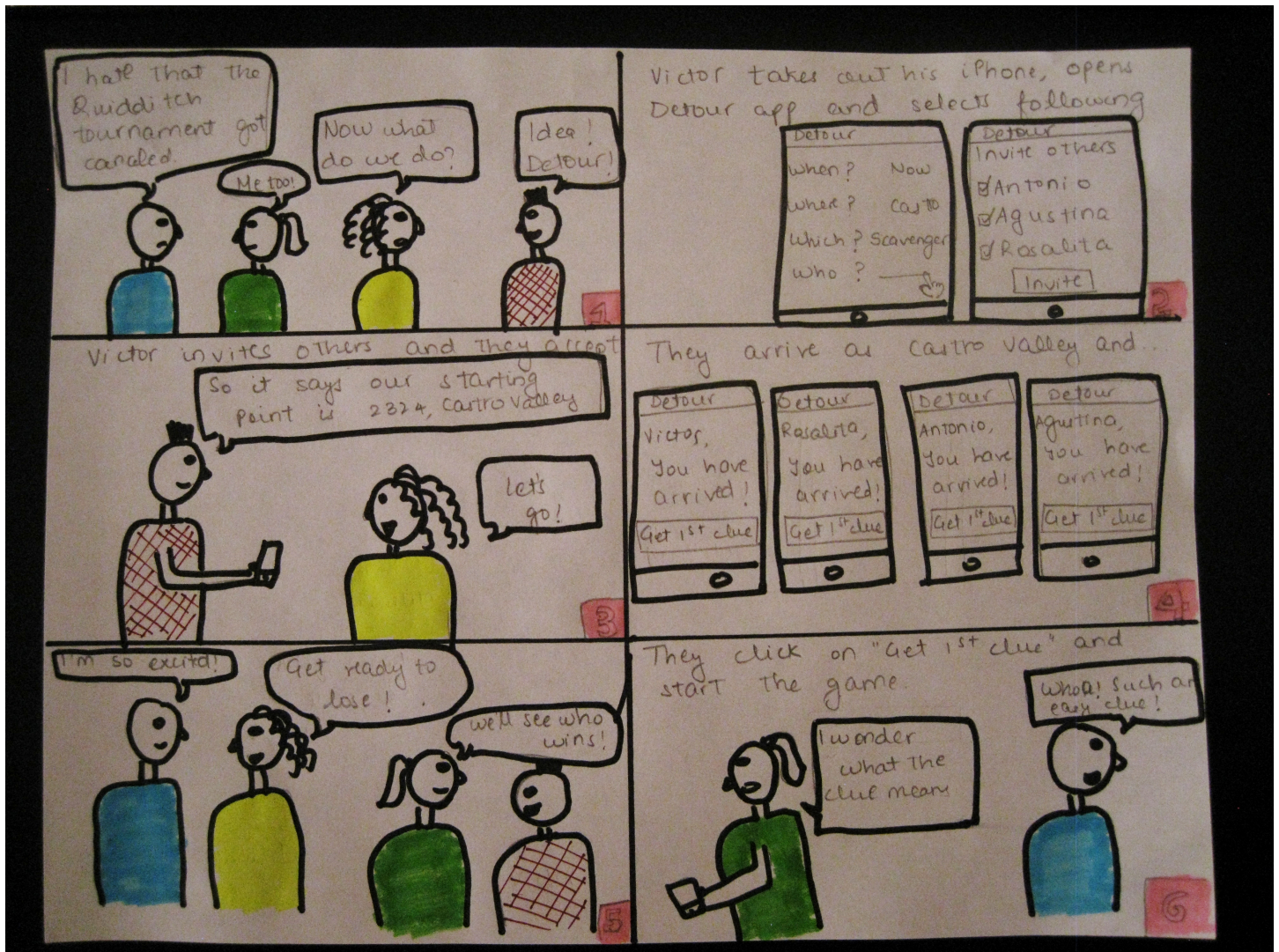
The next screen gives them instructions for an optional physical challenge. Because the challenge involves spending money (on the bakery's exceptional cookies!), Detour gives the players the option to skip the challenge. Of course, Nacho insists that they try the famous cookies and accept the challenge. "I'm famished!" he says. "We've already done TWO clues. I'm ready for a snack."

The others agree and face off in a speed-eating challenge, hitting the "Done!" button on their phones as they finish. Nacho polishes off his cookie in 5 seconds flat, steamrolling his competition. He pounds the "Done!" button and gets a message that he's the winner and a note that the next clue will become available when all the players are ready.

**Ending the Game**

After playing a number of games and exploring more parts of the Castro that they never dreamed of actually visiting, the gang decides to call it a day to get something to eat. Victor pulls out his iPhone and selects the end game option. Everyone else sees a request asking if they want to end the game as well. They all accept the request to end the game and then the app shows the final score of the group, as well as a history of the places that they have gone while playing. Now seeing the Castro in a different light, the group heads out to the nearest diner to cap off a fun day in San Francisco.

# Storyboard: Starting the Game



# Storyboard: Playing Hot & Cold

①

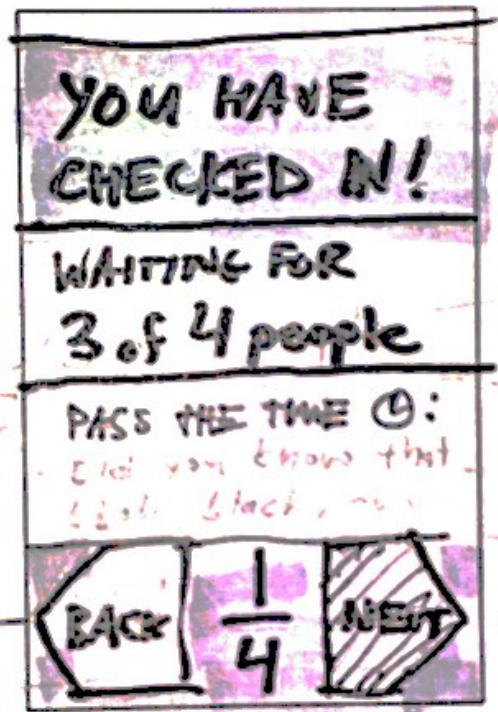
②

③

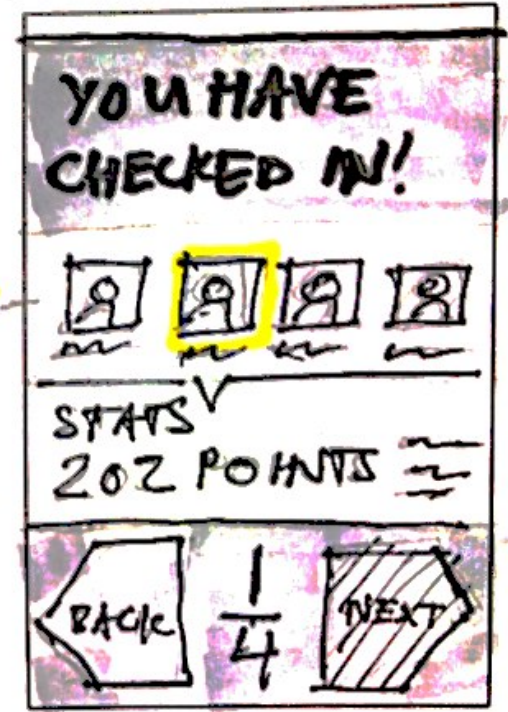
NEXT CHALLENGE SCREEN



CHECKIN SCREEN



CHECKIN/PLAYER SCREEN



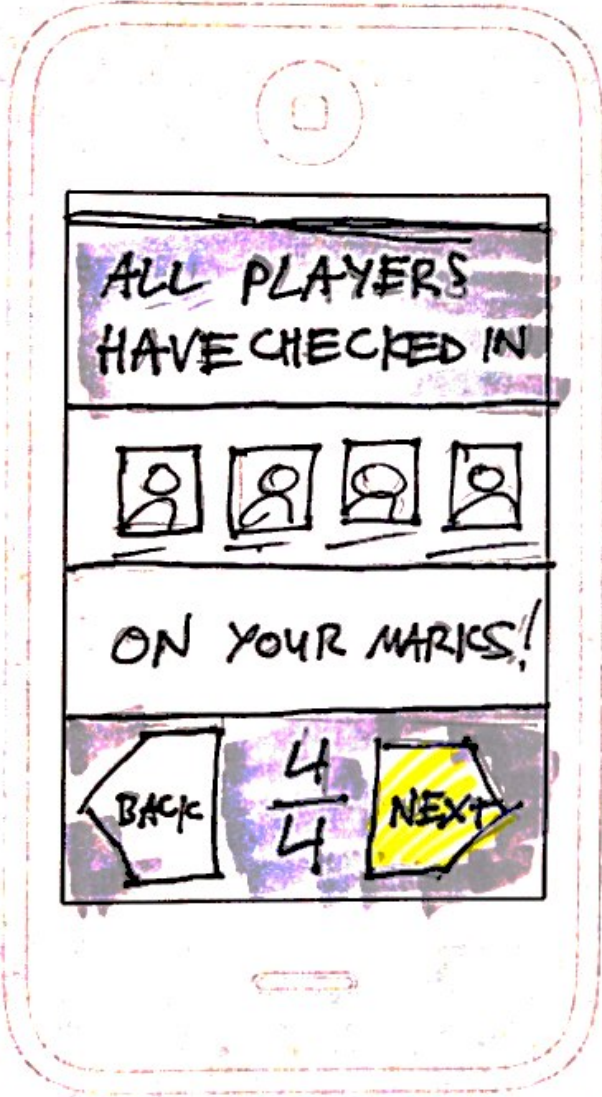
PATH TO NEXT CHALLENGE

ERROR SCREEN FOR EARLY CHECKIN?

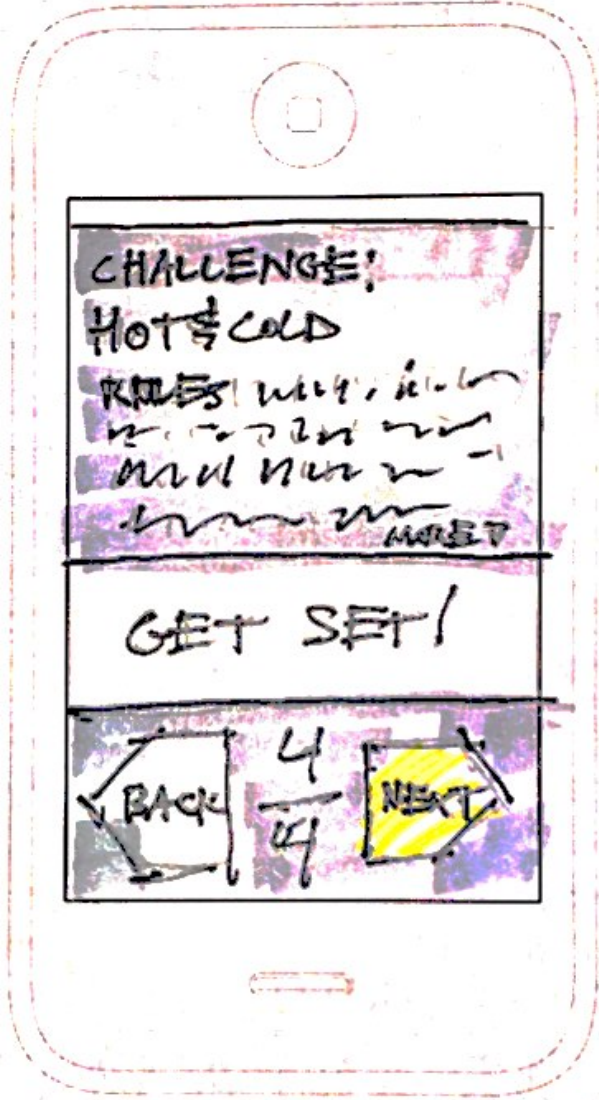
SWIPE

SWIPE

4



5



6



PLACE

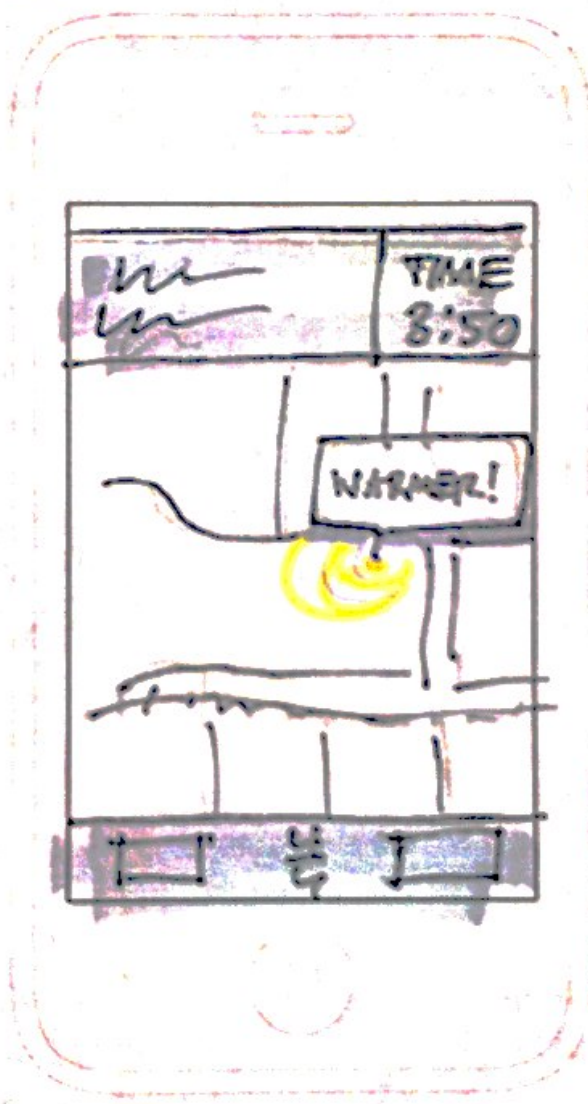
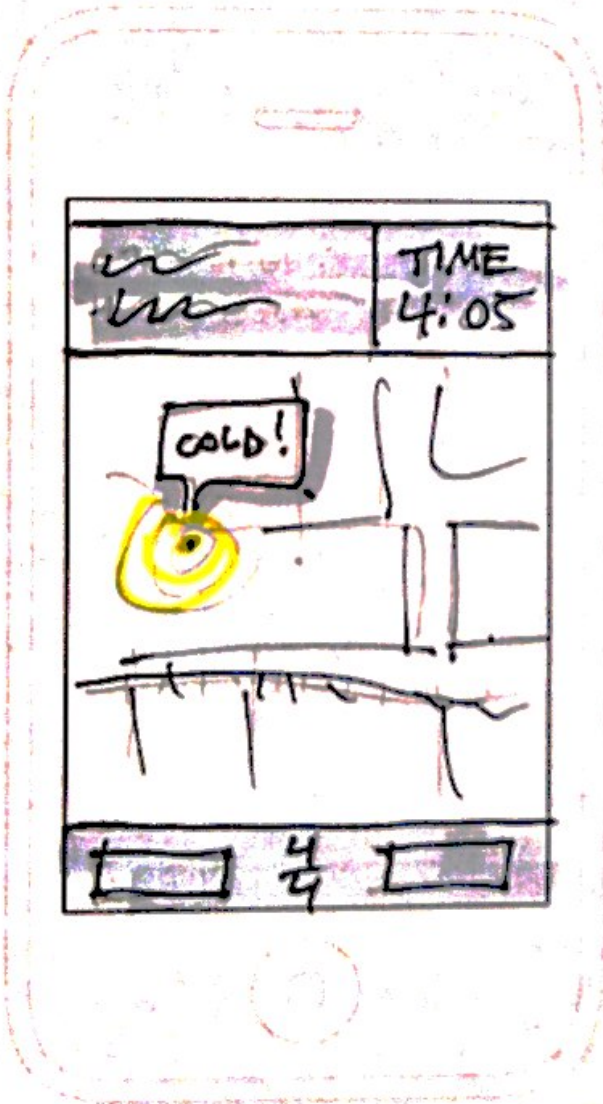
DATE

PROJECT

100% scale: Vertical  
pdf: imp/ind 25 (proj/idea-sheet/)

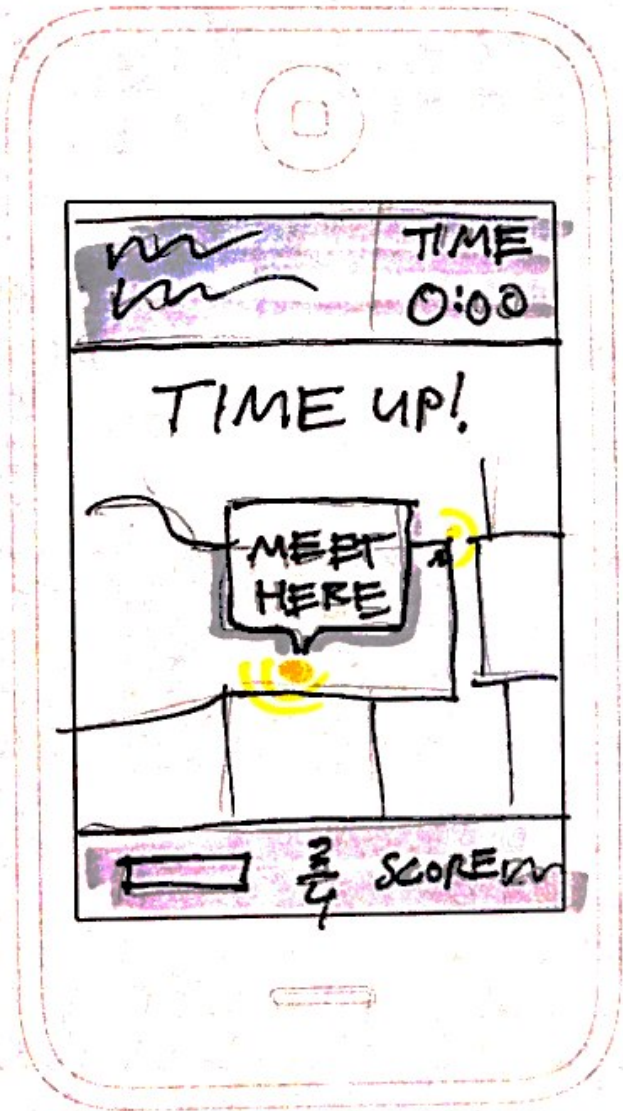
!Phone Idea Sheet

7

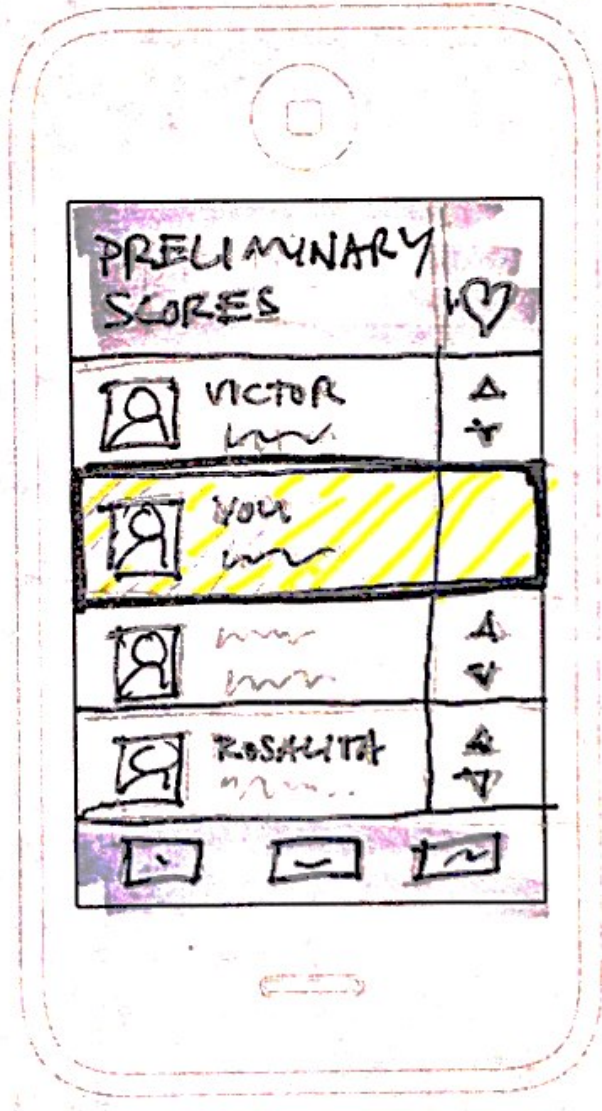




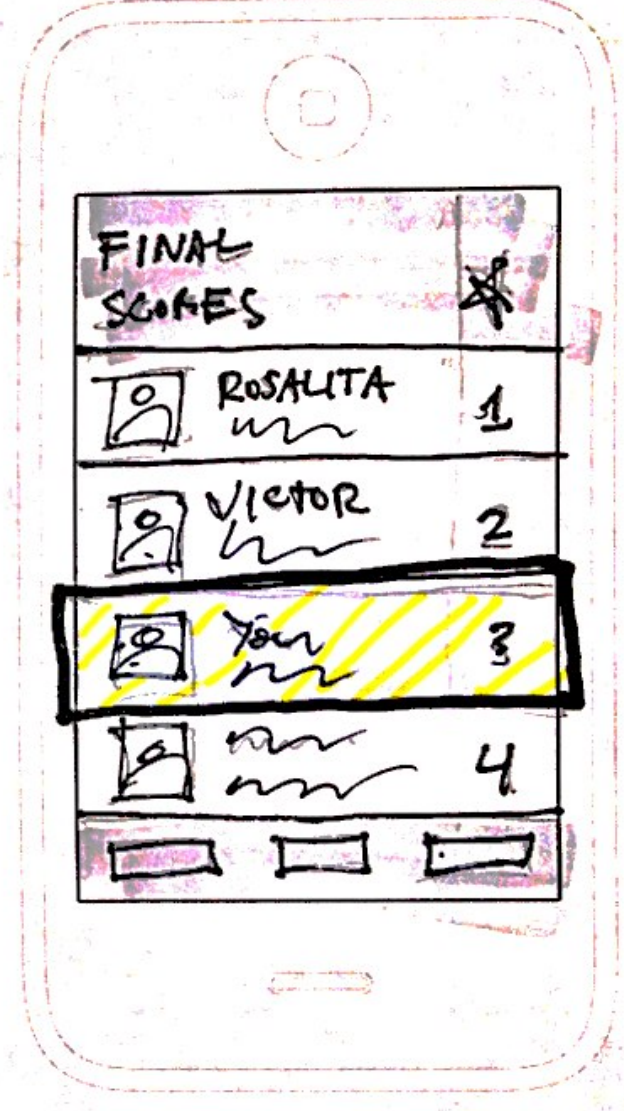
8



9



10



11

(GAME COMMENTS)

COMMENTS?

YOUR NAME

RATE: ★★☆☆☆

TWEET!

.....  
.....  
.....

□ □ □

12

SELECTION!

① NEXT CHALLENGE

② SWITCH TO A WALKING TOUR

③ END GAME NOW

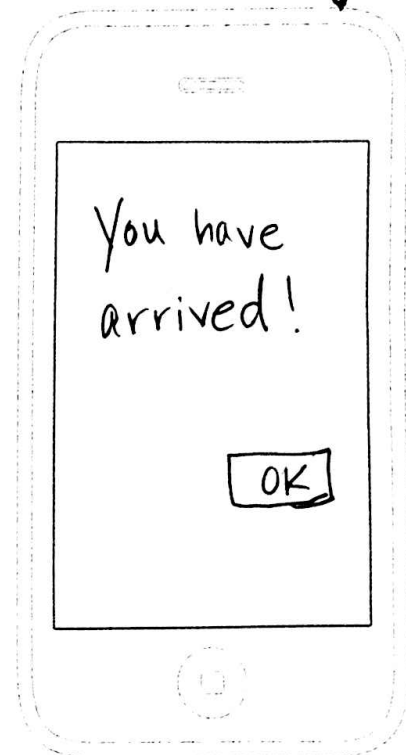
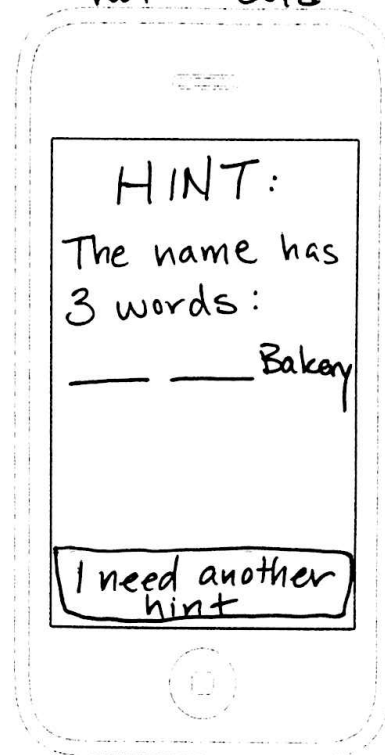
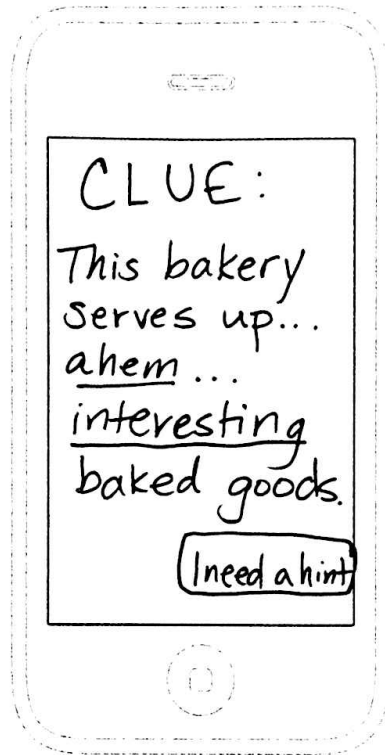
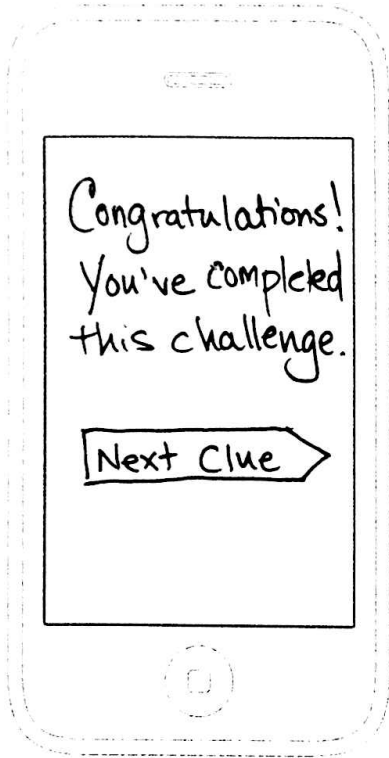
APPROX TIME REMAINING: 5hrs

CONTINUE

# Storyboard: Scavenger Hunt

Hints could also be purely visual;  
OR could tell users if they're hot or cold

GPS determines whether you've arrived ↴



Needs a way to get to the main menu, to the map, to pause & resume

# Storyboard: Physical Challenge

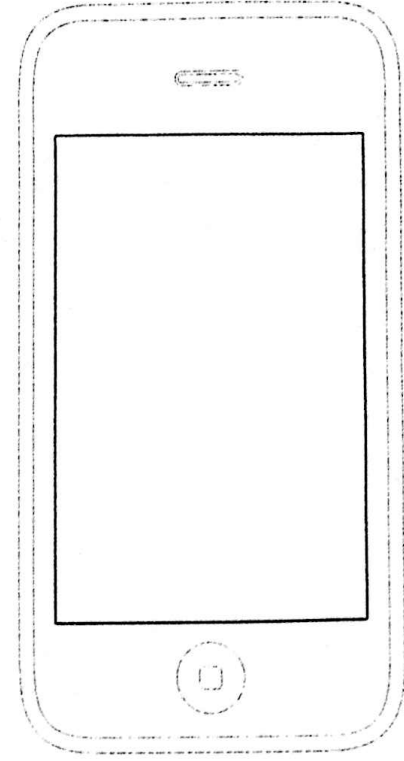
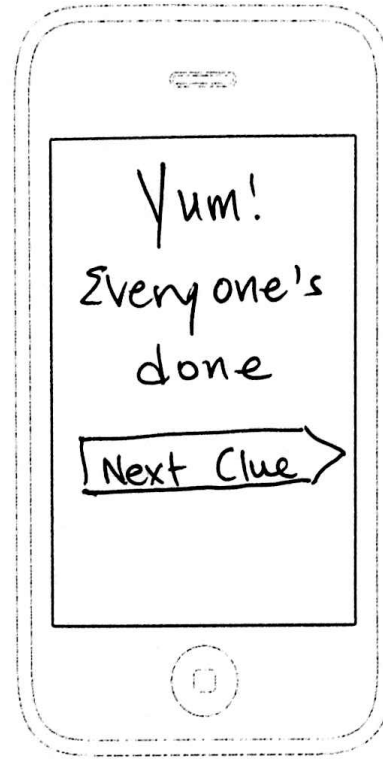
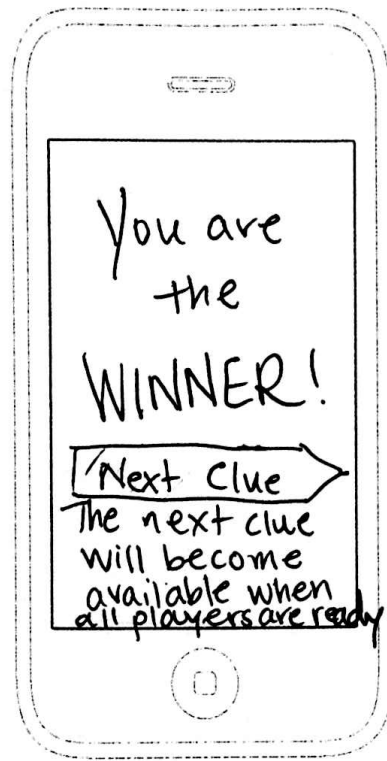
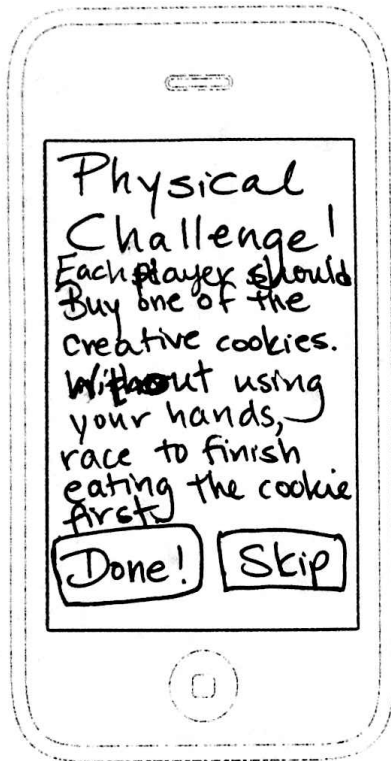
iPhone Idea Sheet

100% scale : Vertical  
pdf : <http://fb.3l.jp/ig/idea-sheet/>

PROJECT

DATE

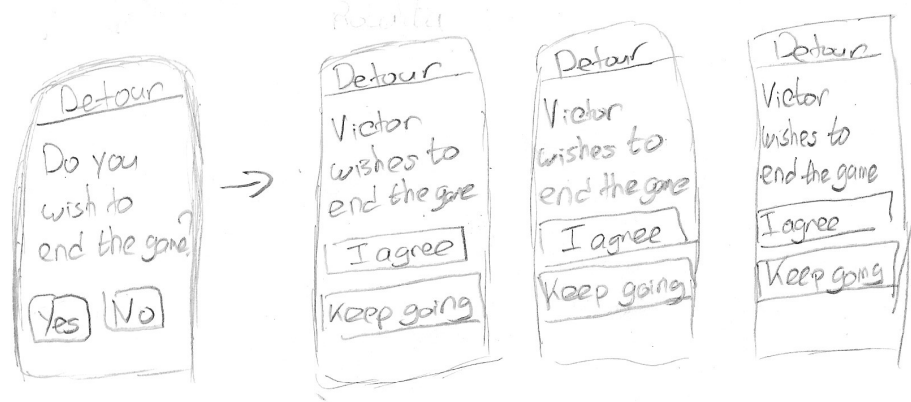
PLACE



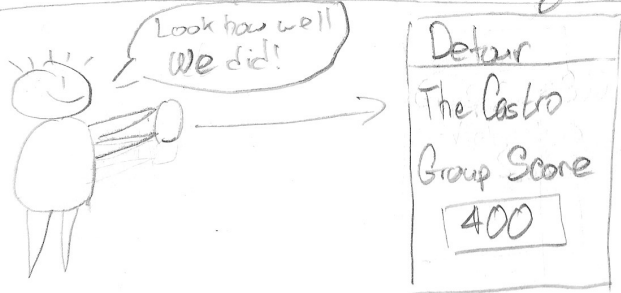
optional  
physical  
challenge/  
costs \$\$



After playing great games at the Castro, Victor proposes to the group to call it a day and get something to eat



Victor sends a request to end the game. Everyone accepts the request.



The app now shows the final score and how well the group did



Having seen the Castro in a new light, they go off to a diner in the area

The End Storyboard

Open Application

select Parameters

Time

{Date, time}

Location

{ Different neighbourhoods }

Type of game

{ 1) Hot & cold  
2) Scavenger Hunt }

Send Invitations

Others

Receive Invite

Accept invite?

No

Inviter is notified

Yes

Inviter is notified

Other players are notified

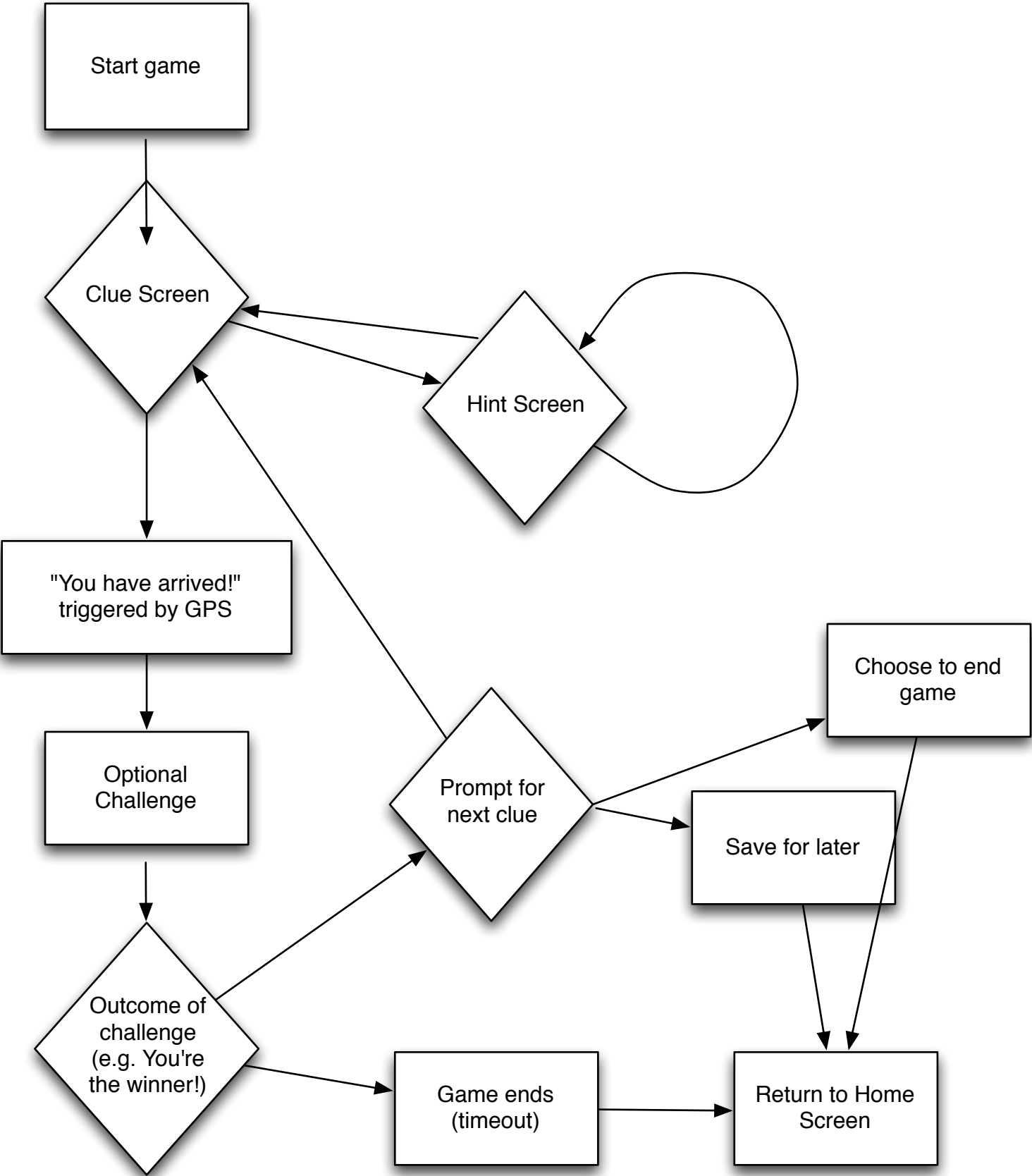
Players receive starting point for challenge

Everyone reaches starting point

Receive 1st clue for game

Player

Playing the Game:  
Scavenger Hunt & Physical Challenge

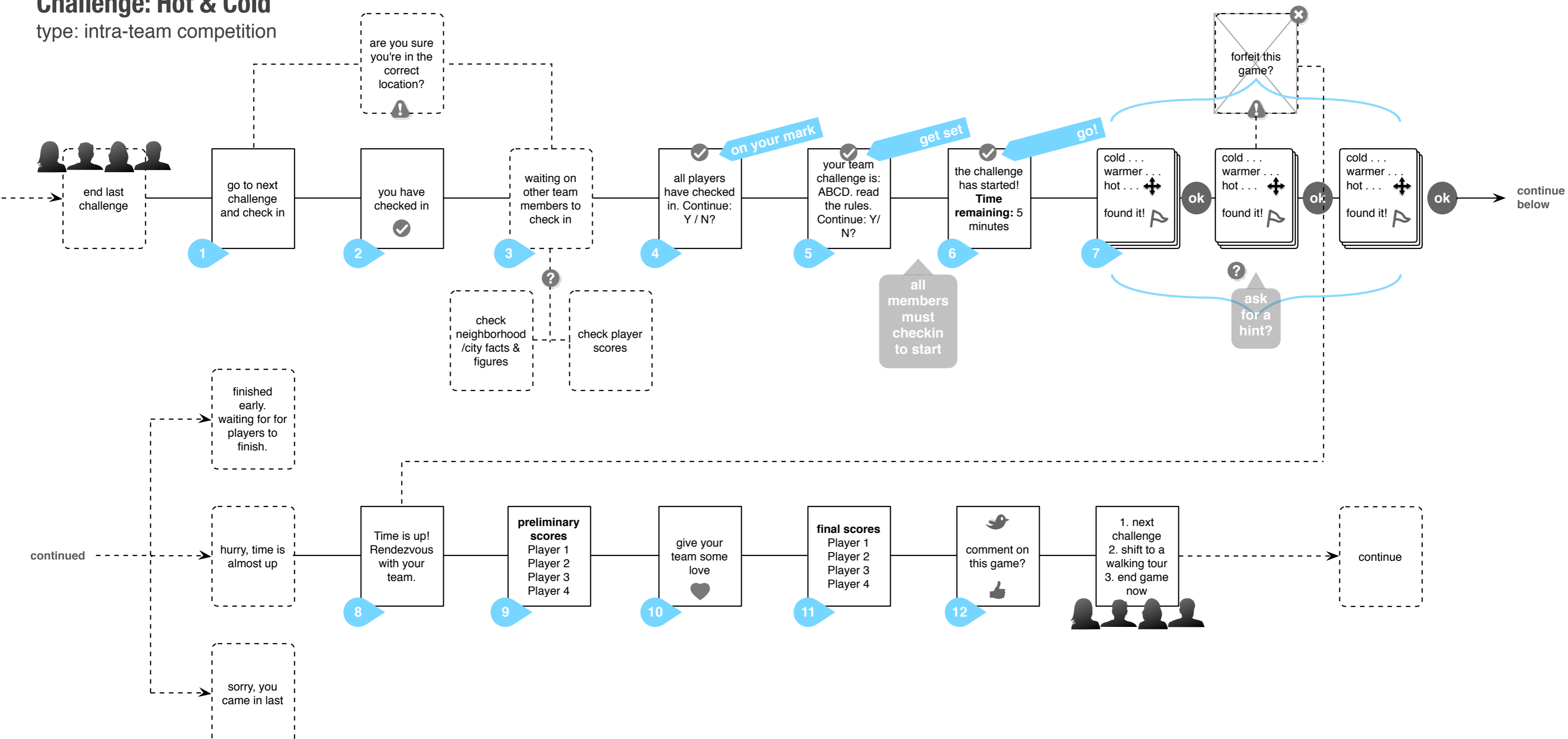


App Map

# Challenge: Hot & Cold

type: intra-team competition

 = corresponding sketch





# The End App Map

