



Detour

get out and play

What is Detour?

A **mobile**-based game that offers
guided exploration
of **urban** environments.

Who is it for?

Sally

Age: 28

Lives in: San Francisco

Hobbies: Hosting events

Why She Uses Detour: "I love exploring new places and hanging out with my friends and Detour helps me do both!"



Who is it for?

Greg

Age: 34

Lives in: Berkeley

Hobbies: Visiting new places

Why He Uses Detour: "I travel for work, but when I have time in a new city Detour becomes my personal tour guide"



What did we learn?

From early user research:

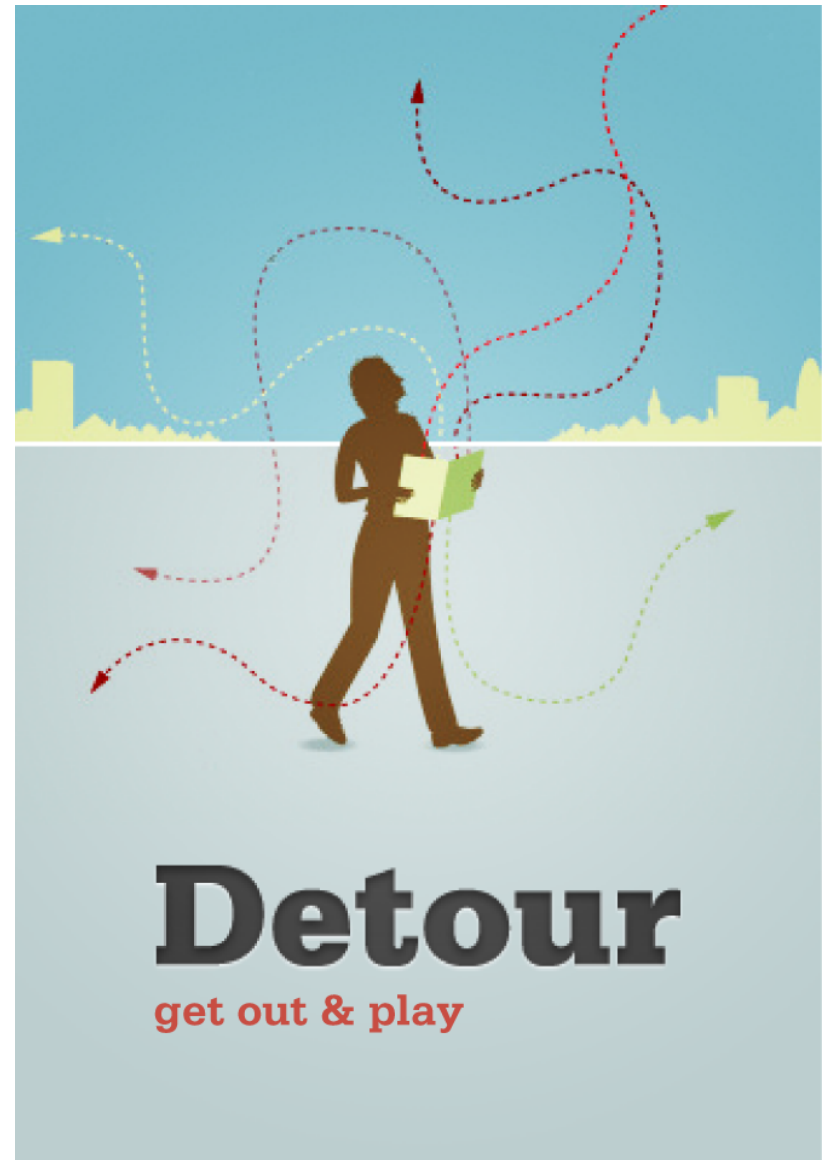
- Focus on group activities
- Display the level of difficulty
- Friendly competition: losing should be fun
- Don't want to learn new facts!

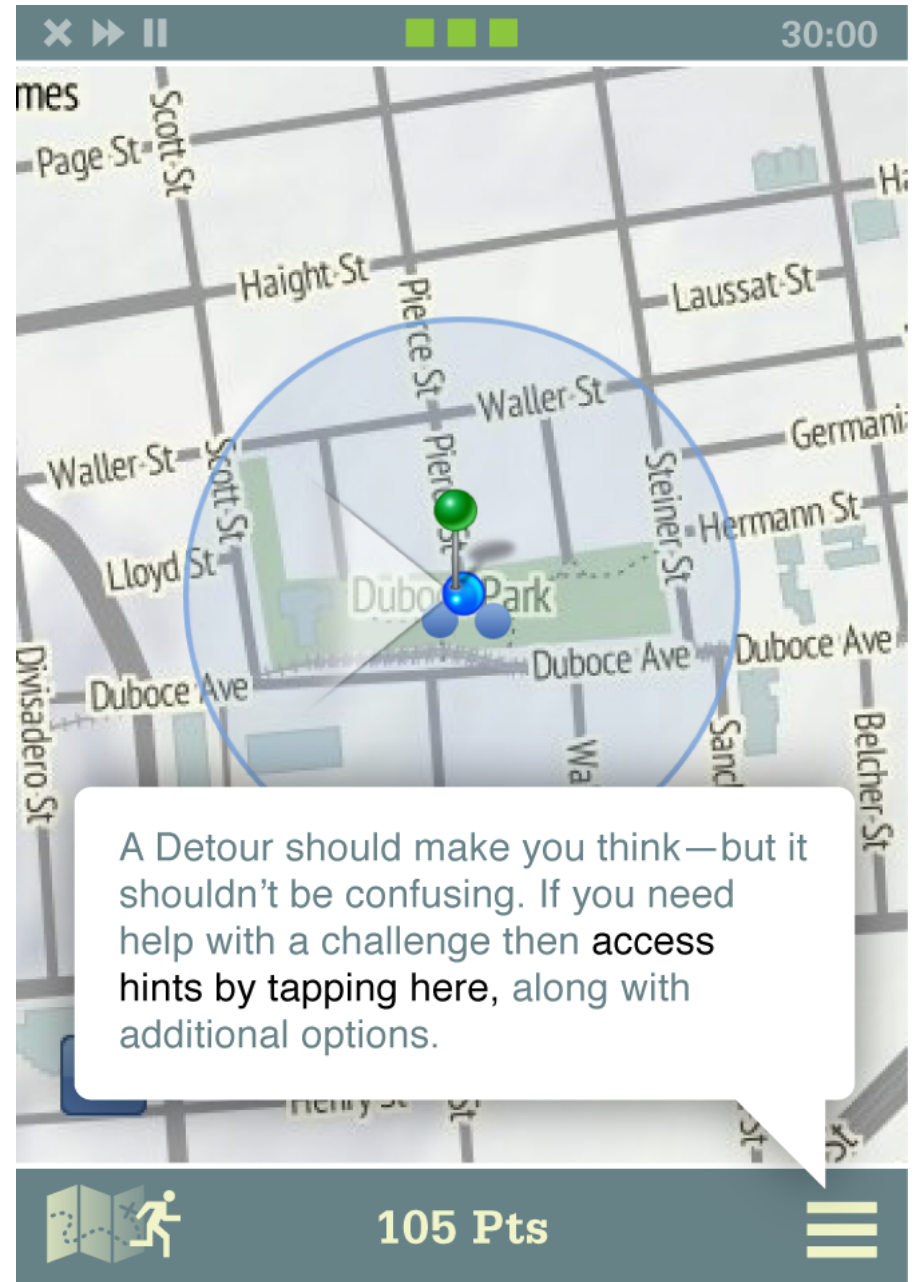
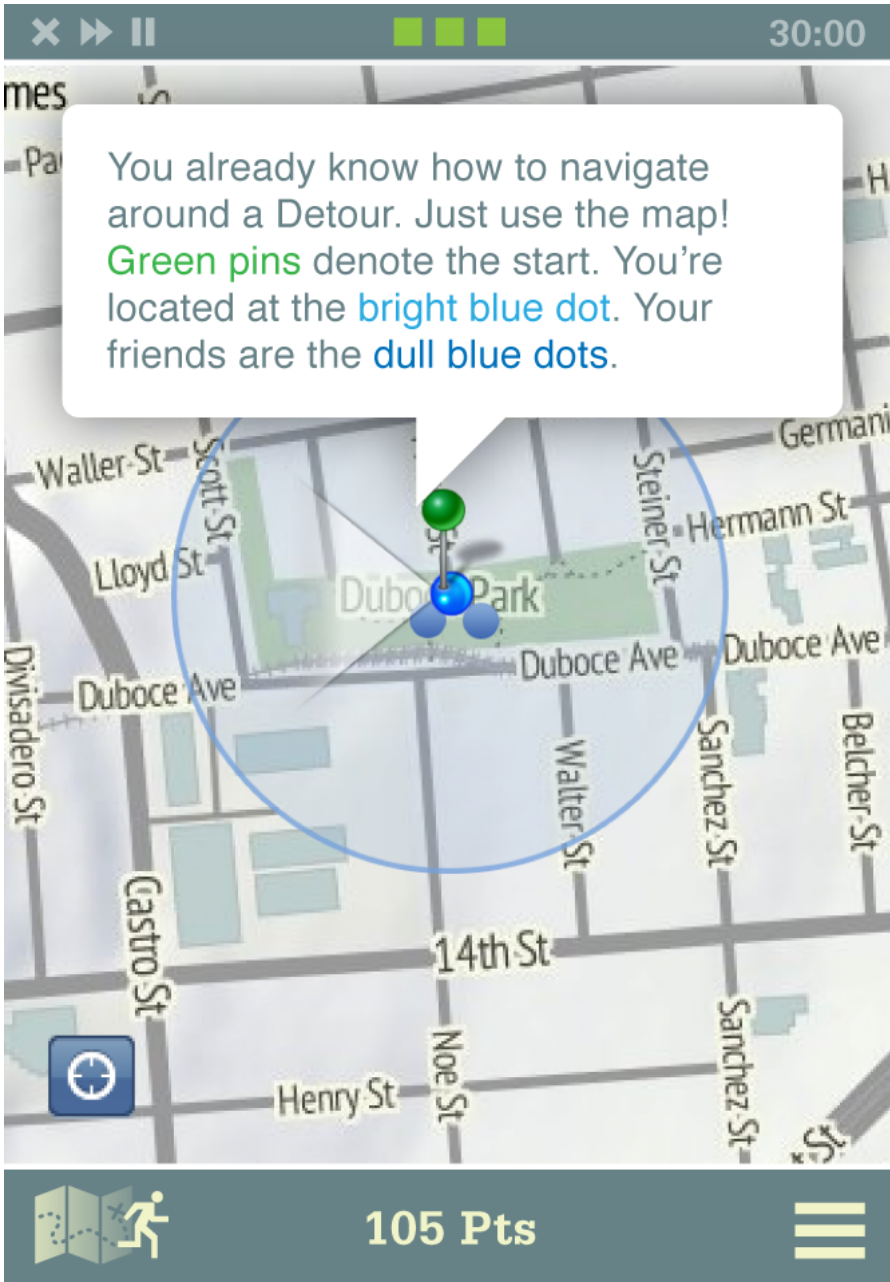
What did we learn?

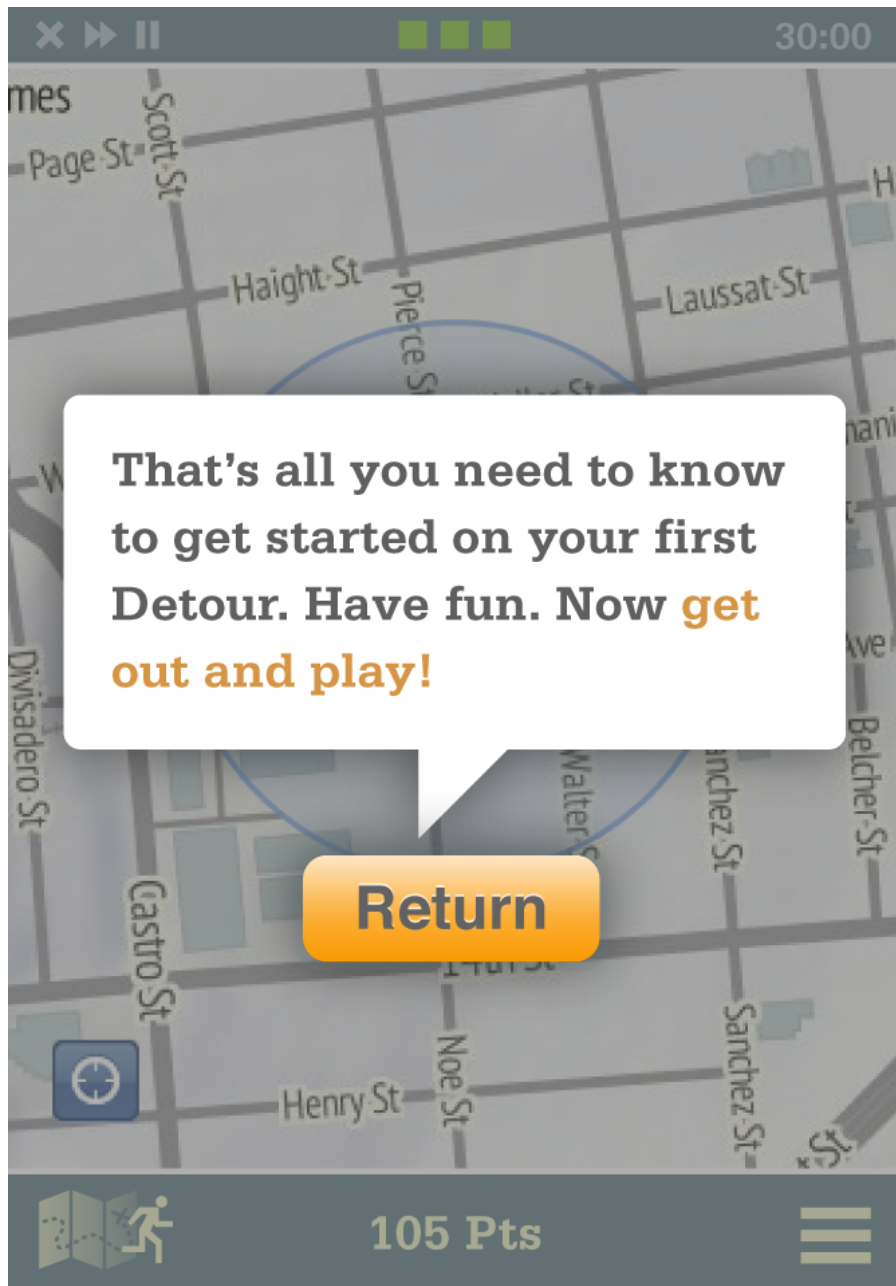
From prototype testing:

- End game in a "cool" place to hangout
- Need more hints to complete the game
- Group dynamics vs individual gameplay
- Collaborative, not too competitive
- Want to learn fun facts about the area!

Final Prototype







Start a Detour

setup a new game



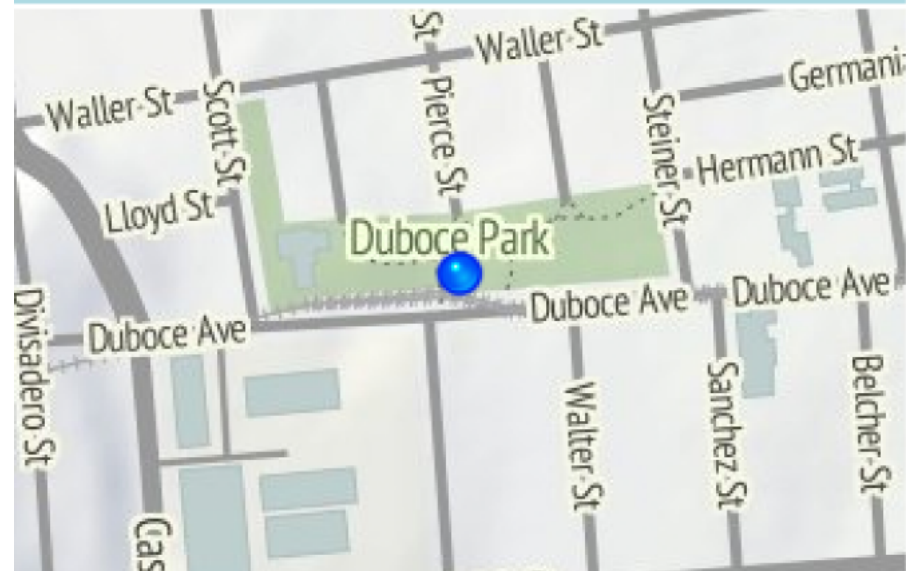
View Detours

see invites and details



Join a Detour

search for local games



Profile



Prefs



Stats



Info

Start a Detour

How many minutes?:




Select a route type:

 Loop	 AtoB	 Hub&Spoke
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Select a Detour type:

Photo Tour  

Select a date & time:

December 6, 2012 @ 4:00 PM 

Back



Next




Start a Detour

Invite friends on your Detour.

GROUPS

	I School Crew (3) >	<input checked="" type="checkbox"/>
	Those People (4) >	<input type="checkbox"/>
	The Librarians (6) >	<input type="checkbox"/>

PEOPLE

	Paul A. >	<input type="checkbox"/>
	Pamela G. >	<input type="checkbox"/>
	Sara S. >	<input type="checkbox"/>

Back



Next

Start a Detour

setup a new game



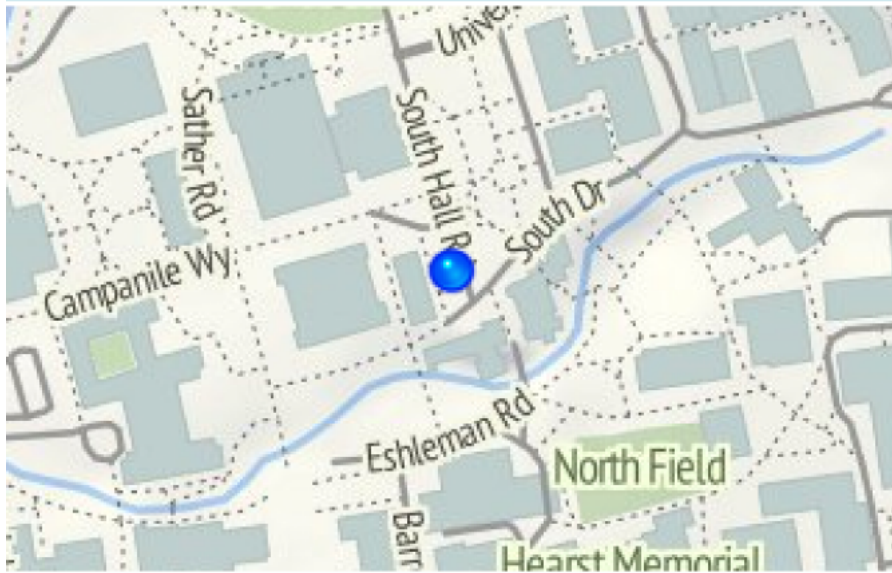
View Detours

see invites and details



Join a Detour

search for local games



Profile



Prefs



Stats



Info

View Detours

A Detour starts soon.

CURRENT DETOURS



On like Donkey Kong!

Dec, 2012 at 4PM



UPCOMING DETOURS



Bring it!

Dec 16, 2012 at 2PM



PAST DETOURS

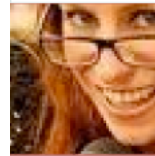


Spooked out

Oct 30, 2012 at 3AM



INVITATIONS



from Pamela G.

Dec 1, 2012 at 5PM





Check-in

in 3 ms

CHALLENGERS

	You	ORGANIZER	
	Paul A.	ACCEPTED	
	Pamela G.	DECLINED	
	Sara S.	ACCEPTED	

DATE & TIME

	Dec 6, 2012 at 4PM	
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LOCATION

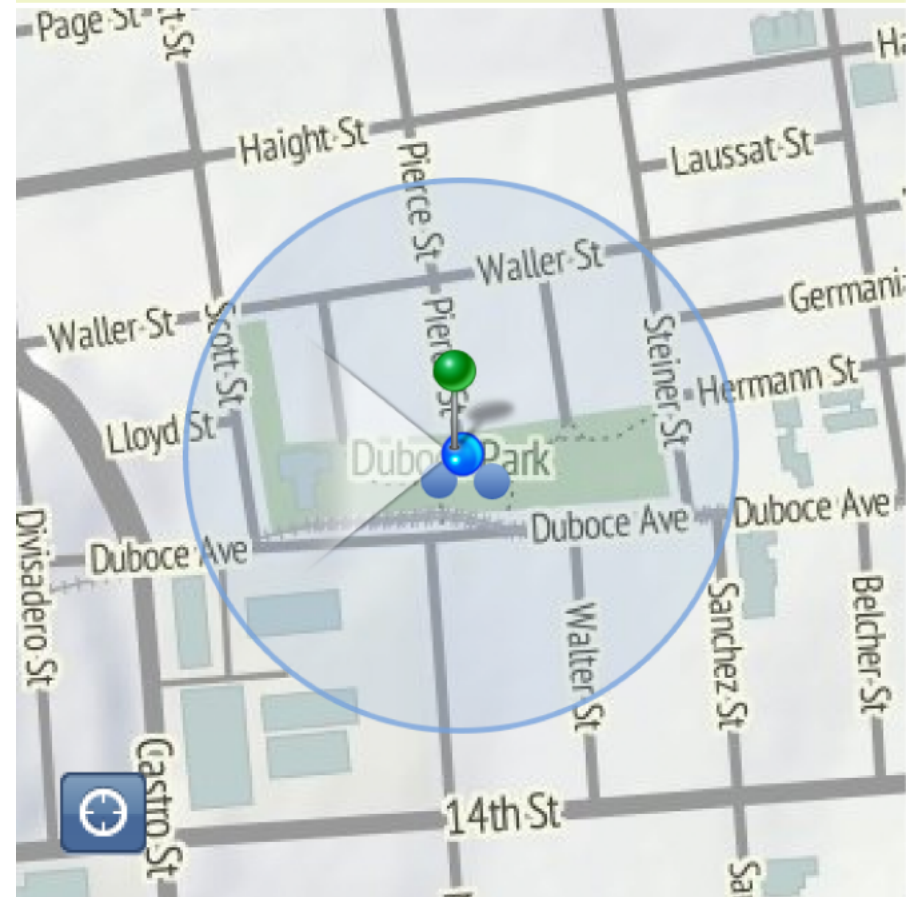
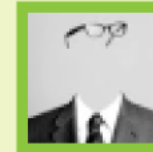
	Duboce Park	
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DURATION

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On your marks!

Player Status



Back



Get Set!

Player
Status

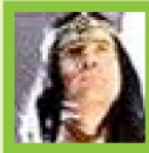


Photo Tour Rules

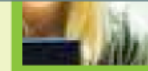
You'll be walking around Duboce Park, Upper Haight, and Buena Vista. Clues will guide you to the next destination. Keep your eyes open. Be the first to take a photo of the landmark and get extra points.

Back



30:00

Status



Go!

Back



30:00

mes
Page St
Scott St
Haight St
Laussat St
Waller St
Germania
Lloyd St
Duboce Park
Duboce Ave
Divisadero St
Belmont St

To the northwest there's a place that **amazes** people. Explore the area around the Harvey Milk Center to find it. Locate this landmark and be the first to take a photo.

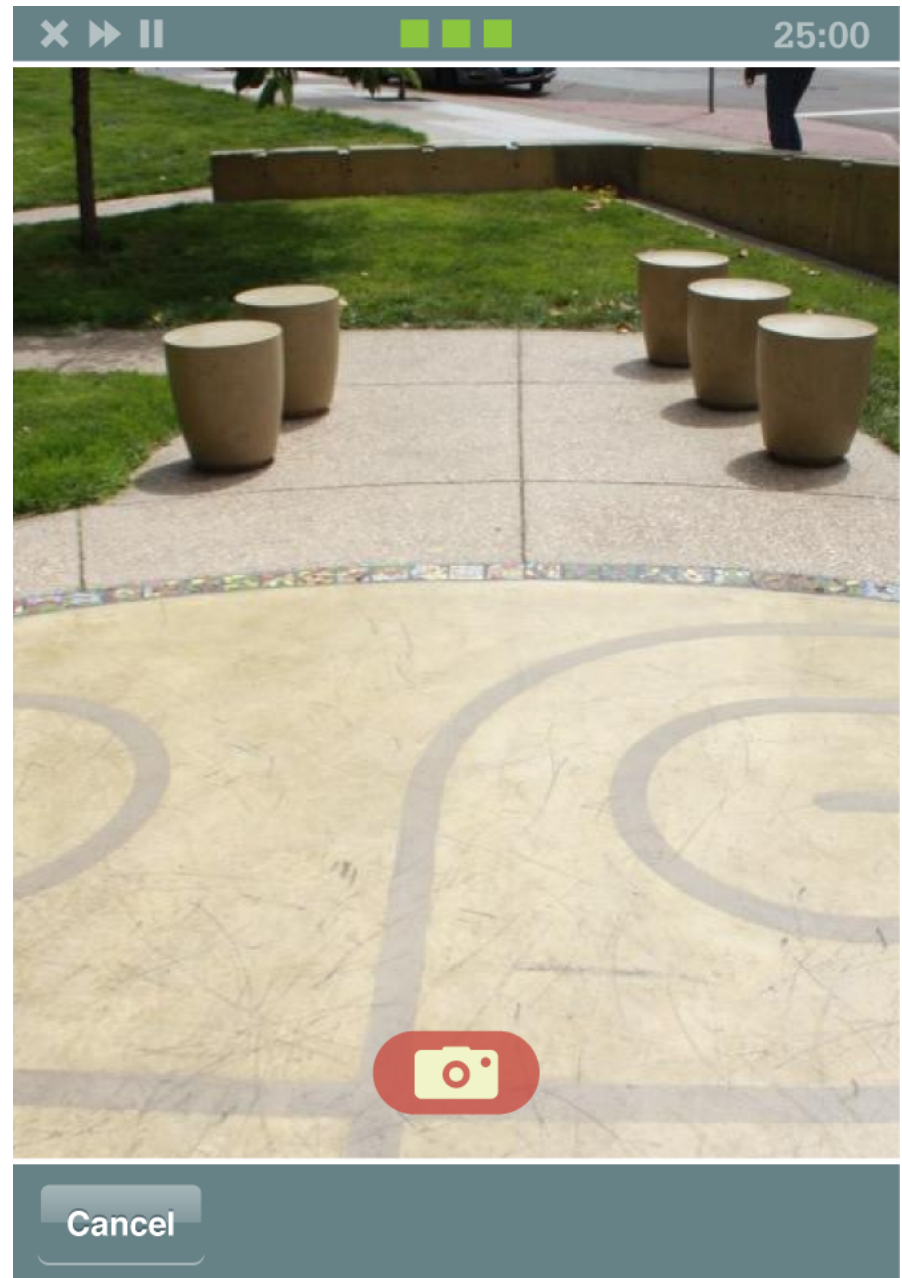
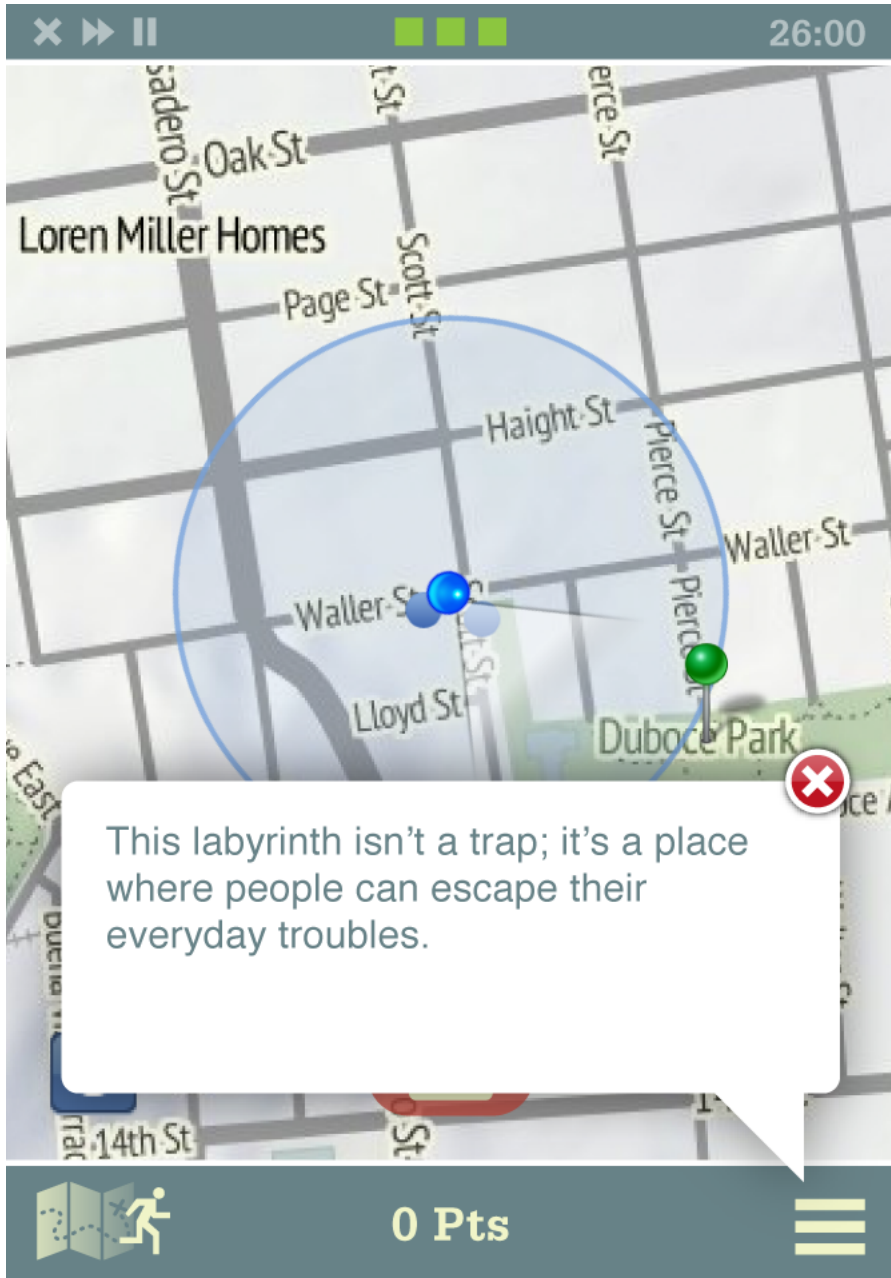
0 Pts

27:00

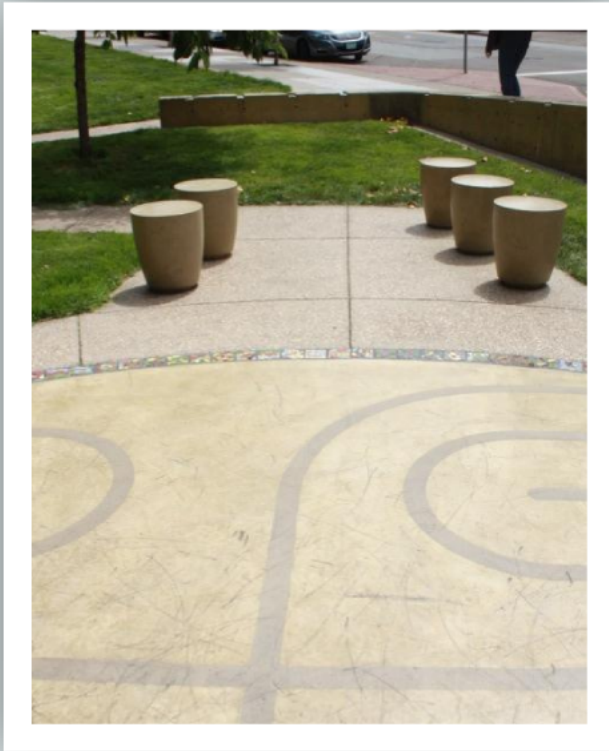
Miller Homes
Page St
Scott St
Haight St
Laussat St
Waller St
Germania
Lloyd St
Duboce Park
Duboce Ave
Divisadero St
Belmont St

You won't find any monsters, but this is a place where a minotaur would feel right at home.

0 Pts

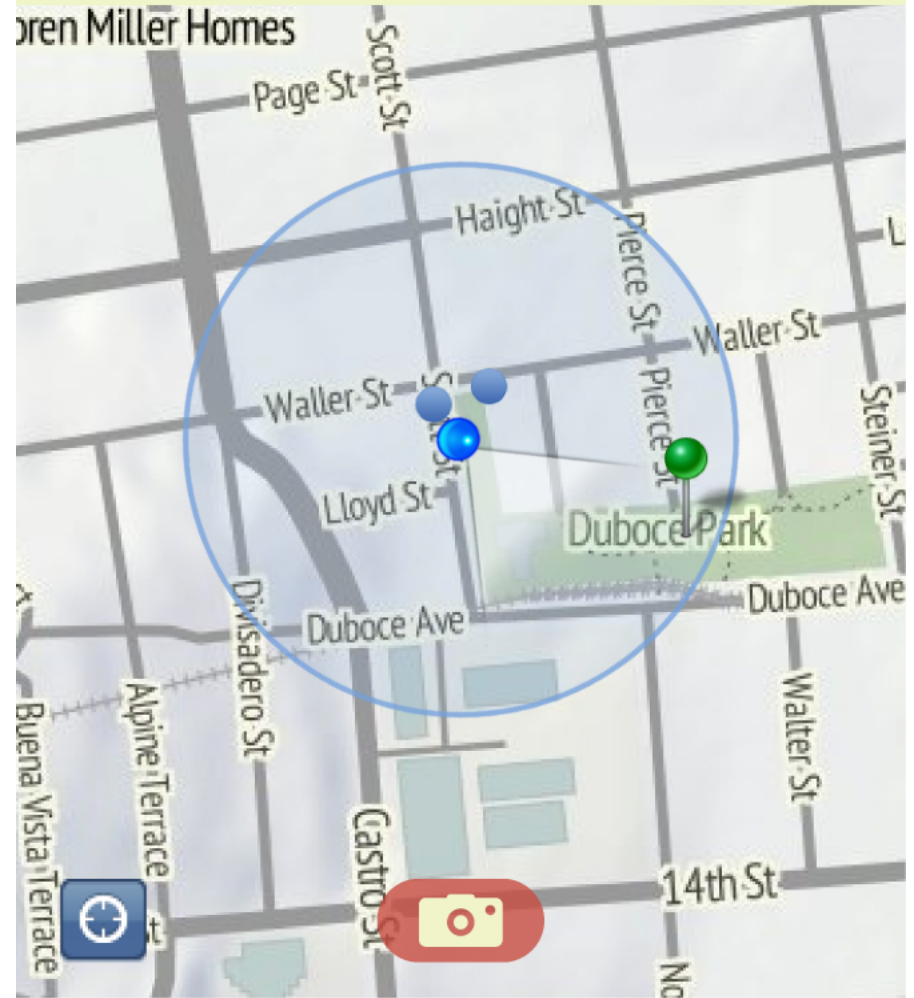


Think you have the right spot?



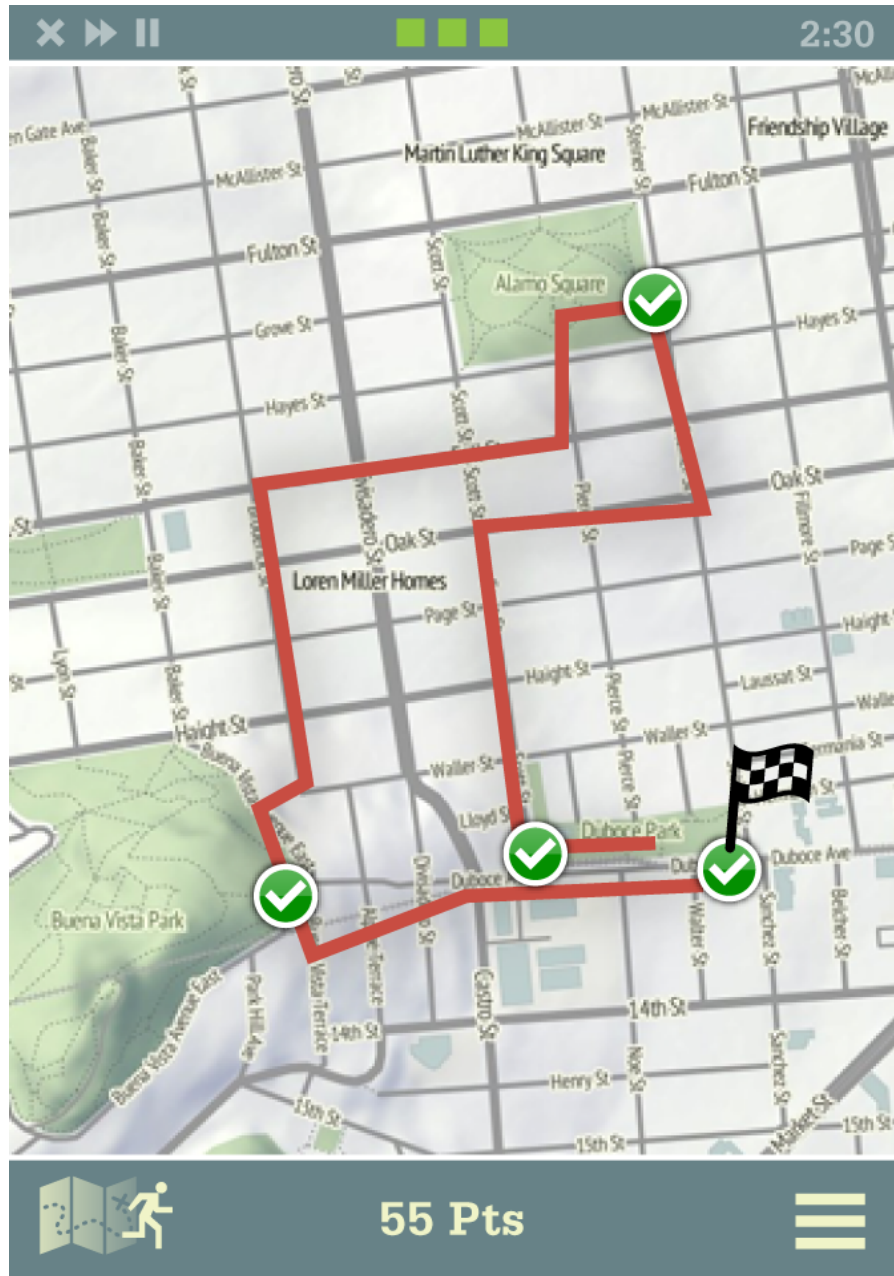
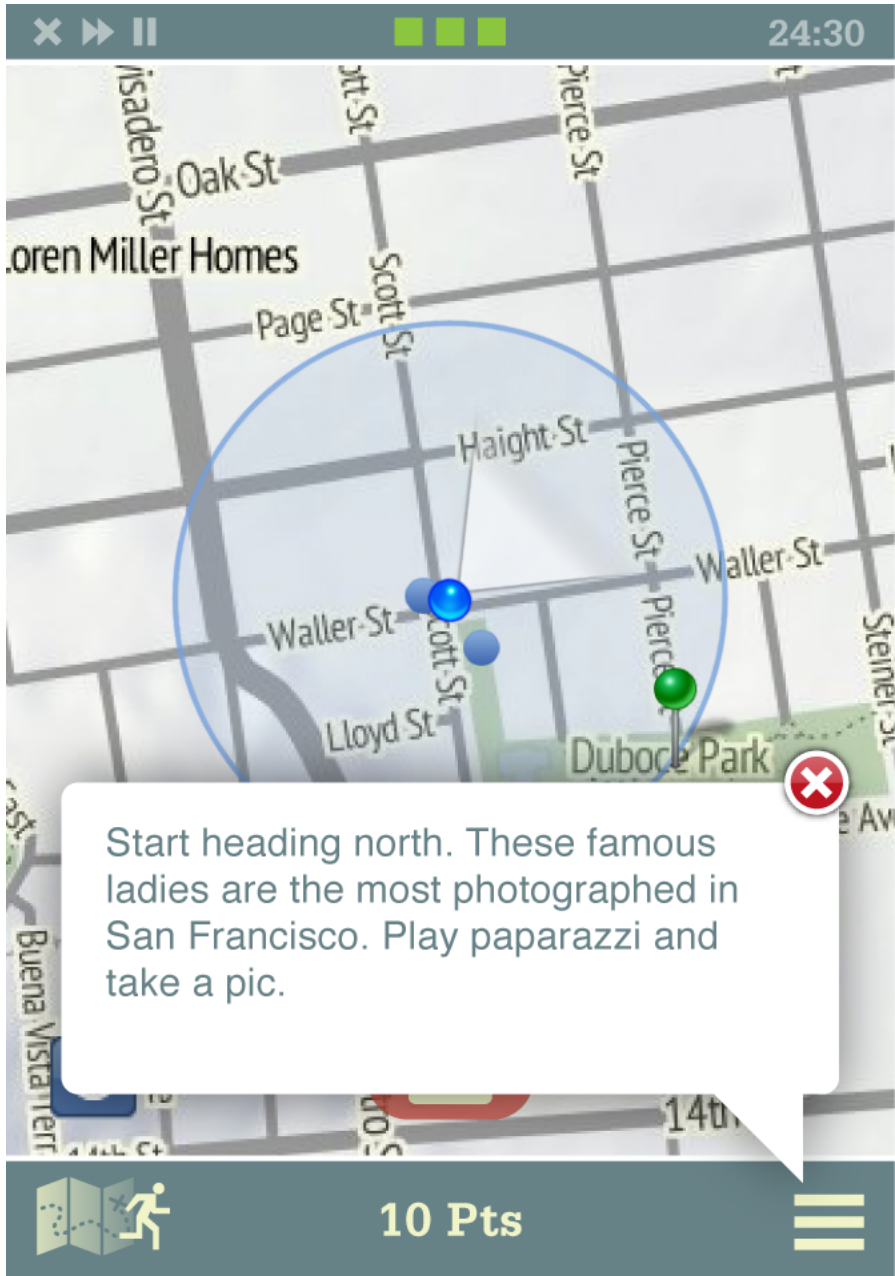
Cancel

Great shot! On to the next one.



10 Pts





That's it.

Now get out and play!

Tutorial

30:00

You already know how to navigate around a Detour. Just use the map! **Green pins** denote the start. You're located at the **bright blue dot**. Your friends are the **dull blue dots**.

The map shows a street grid around Duboce Park. A blue circle highlights a detour path starting from a green pin at the top of the park, going west on Duboce Ave, then south on Noe St, and east on Henry St. A bright blue dot is at the top of the park, and two dull blue dots are nearby. A blue square with a white plus sign is in the bottom left. The bottom bar shows a walking icon, '105 Pts', and a menu icon.

105 Pts

30:00

A Detour should be fun. There's no need to stress out. If you need to **pause, resume, fast-forward** or **exit** your Detour then tap here to make a quick selection.

The map is identical to the first image, showing the same detour path and navigation elements. A white callout box with a pointer to the bright blue dot contains the text about detour controls. The bottom bar is also identical, showing '105 Pts' and navigation icons.

105 Pts

30:00

A Detour should be flexible. Sometimes players get separated. Tap here to check their status. Green means **checked-in**. Yellow means **paused**. Red means **exited**.

105 Pts

This screenshot shows a mobile application interface for a game. At the top, there is a status bar with a close button, navigation arrows, a pause button, three colored squares (green, yellow, red), and a timer showing 30:00. The main area is a map of the Duboce Park area in San Francisco, with a blue circle highlighting the park. A blue marker is on the map, and a green marker is positioned directly above it. A white callout box with a drop shadow contains text explaining the meaning of the colored markers. At the bottom, there is a navigation bar with a map icon, a running person icon, the text '105 Pts', and a hamburger menu icon.

30:00

You should know about how long a Detour will take. Most challenges are timed. **Keep an eye on the clock** to see how much time is remaining.

105 Pts

This screenshot shows the same mobile application interface as the first one. The status bar at the top now shows three green squares instead of the previous mix of colors. The callout box text has been updated to focus on the timer. The map and navigation bar remain the same.

