SUNet Secret

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Team 11

Synopsis

Your sitting in 247G when you realize your sunet password has mysteriously been changed on the day of the add/drop deadline, and without the password, you can't drop all the classes you've been shopping. Scramble around the classroom solving physical puzzles to piece together clues and recover your password before the 5pm deadline. Some example questions and puzzles:

- Stack a rock tower of 6 rocks outside the lathrop classroom.
- Align tiles (real or digital) to form the Stanford seal and reveal a hidden motto.
- A few riddle questions that are structured similar to password recovery questions - like whats the name of your mothers first pet? (but more riddle and general)

Tone

We want players to engage in the game's tasks with the lightheartedness reflected in the narrative, but we also hope that they feel very competitive and a sense of urgency to engage and finish their puzzles to crack the code. We plan to achieve this tone by focusing on these three core feelings:

Playful tension:

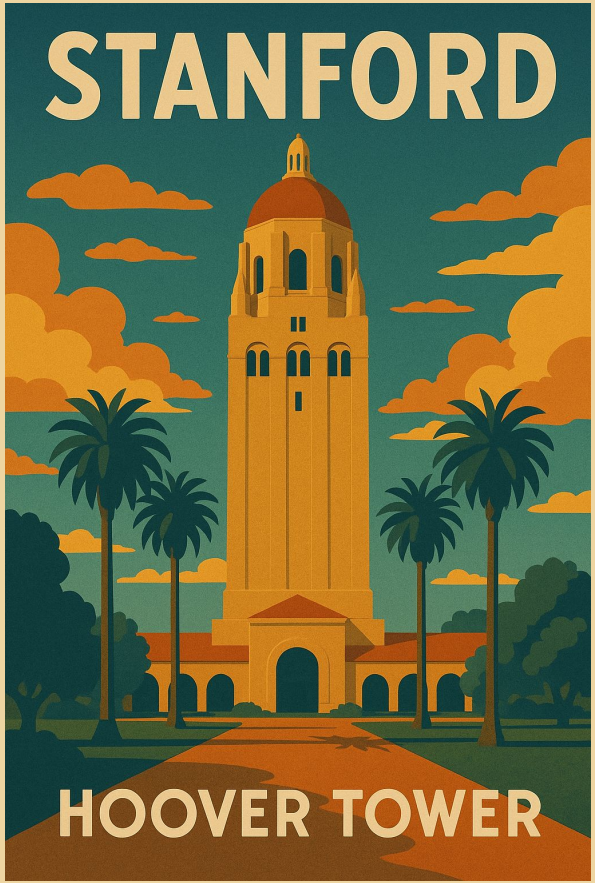
- Our narrative is pretty goofy and unrealistic, but it plays on real-life sources of tension for Stanford students, leaning into elements of our school's culture!

Urgency:

- While this is an unrealistic narrative, we still think that we can design this game to encourage urgency and competition for the players against the game/each other

Mystery:

- We want to encourage players to lean into the mystery of the whole experience, uncovering clues, solving puzzles, and cracking the password.



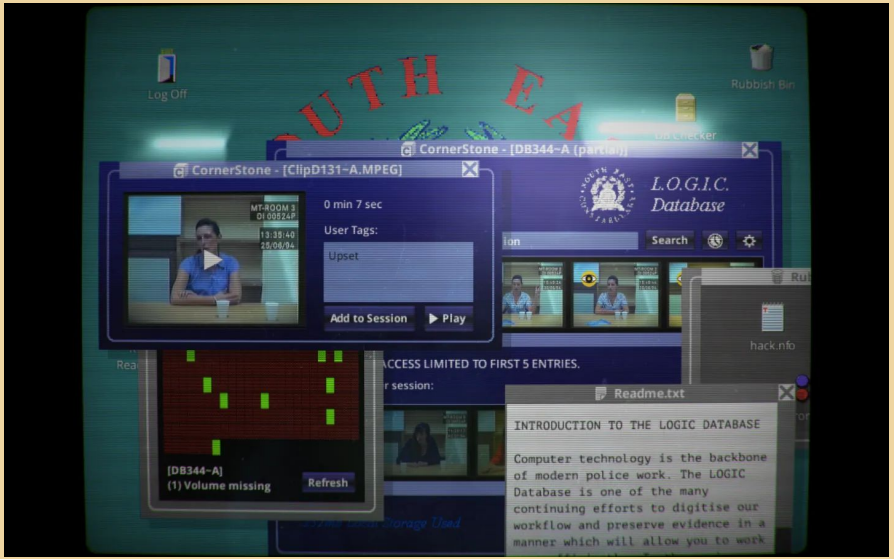
Existing References

Her Story (2015)

- **Mechanic**: You explore a faux police database interface, typing in search terms to uncover video clips.
- **Why it's similar**: The UI is a "fake" OS/database; gameplay is all about piecing together clues hidden in a non-linear format.
- **Narrative goal**: Solve a mystery via exploration of a reimagined information platform.

Cluetivity (2010)

- **Mechanic**: Players use GPS-enabled devices to navigate real-world locations, solving puzzles and interacting with augmented reality elements to progress through the game.
- **Why it's similar**: Cluetivity combines physical exploration with digital interfaces, requiring players to decipher clues and patterns within both real and virtual environments, akin to navigating a complex system.
- **Narrative Goal**: Players embark on mission-driven adventures—such as thwarting a mind-control virus in *Operation Mindfall* or sealing magical portals in *Magic Portal*—that blend real-world exploration with immersive storytelling.



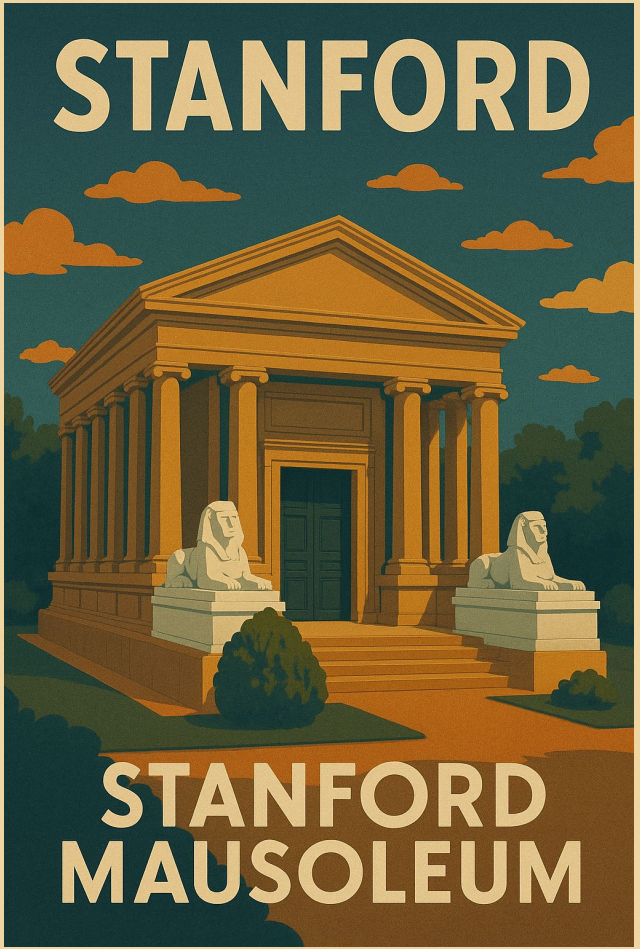
The setting

The game will be set on Stanford main quad, potentially the whole campus if we decide there aren't enough relevant within main quad alone. The digital component will be a website that looks like Axess but actually contains the game narrative and puzzle components that will drive the gameplay and resolution.

Gameplay

This game would support a physical/digital hybrid gameplay. You explore a physical space (like main quad) that contains geocache clues and puzzles that help you progress through the faux “Axess” website.

- For example, a code found on a slip of paper in main quad might correspond to a file number on the website you need to check.
- To gain access to a new page on the website, you might need to submit a photo of a specific crest found in main quad, computer vision will verify this is the correct emblem before giving access.



Key Challenges for design

How do we use the surrounding environment (the bounded space of a classroom or Lathrop) and the lighting to create an environment that instills feelings of exploring Stanford.

How do we ensure that the designed activities or questions in the game match and have a symbiotic relationship with the overall narrative of the story?

- Should we include cutscenes in the game to help tell the story?

What type of language should be used in the game?

- Less formal terms (inclusion of slang)?
- More complicated verbiage?

How will we consider those with less fluency in English?

Key Challenges for Tech

How do we balance the physical and digital elements within the gameplay?

- Would our digital component be more immersive using AR?
- would this narrative make sense if we navigated a website while also navigating the physical campus?

How do we verify that tasks are done correctly, in order to reveal to them how to access certain parts of the website?

- Photo verification with gemini API?

Key Challenges for art

How do we come up with questions or activities that are accessible to individuals with disabilities?

- What colors do we choose to design our game? Do we choose a colorblind friendly palette
- How reliant are we on audio in terms of accessibility?

In addition to these considerations we anticipate that the there may be some issues related to how we can capture the “looks” of different parts of campus.

How can we capture the mood of the game consistently through the different locations of the game (how do we exude a feeling of challenge that is consistent)

A final consideration is to keep the artwork consistent in the game, and if we want to include animations in it.

How do we merge the real world with AR?

Target audience

We plan on making this game targeted towards people that are interested in Stanford's rich history or are current students or Alumni of Stanford (those that would understand the use of the SUNet).

This game appeals for people in search of new ways to experience Stanford, as it will be helpful for people new to Stanford, and give a different enjoyable perspective to current people at Stanford.

The game is one of challenge and exploration, which gives an experience similar to an escape room, that is well targeted or more enjoyable to those at Stanford.