Future Design

Title: Scan or Be Scanned: Turning the City into a Real-World Game

If we were to do another version of our design, we would focus more on team interaction and partner-based questions and riddles to encourage more human interaction and teamwork without relying heavily on devices. By designing challenges that require players to work together, we could make the game more social and collaborative, helping players communicate, strategize, and support each other while exploring the city.

We would also try to reduce device use as much as possible and focus on the human side of the design by using NFC tags. Players could simply tap these tags to receive clues, making the experience more seamless and keeping attention on the environment and their teammates rather than their phones.

In addition, we would explore larger teams and adjustable difficulty, where riddles and challenges become more complex based on the number of participants. This would encourage role-sharing, teamwork, and creative problem-solving, and make the game feel more engaging and rewarding for everyone involved.

Finally, we would look at adding more diverse clue types and physical challenges, such as observing textures, following environmental cues, or interacting with objects in the environment. These additions would increase engagement and make the experience feel more immersive.

Overall, the next version of Scan or Be Scanned would aim to connect people, encourage exploration, and foster real-world collaboration, while still using technology in a subtle way to support gameplay. The goal is to create a fun, socially interactive, and physically engaging experience that draws players' attention away from screens and into the real world.