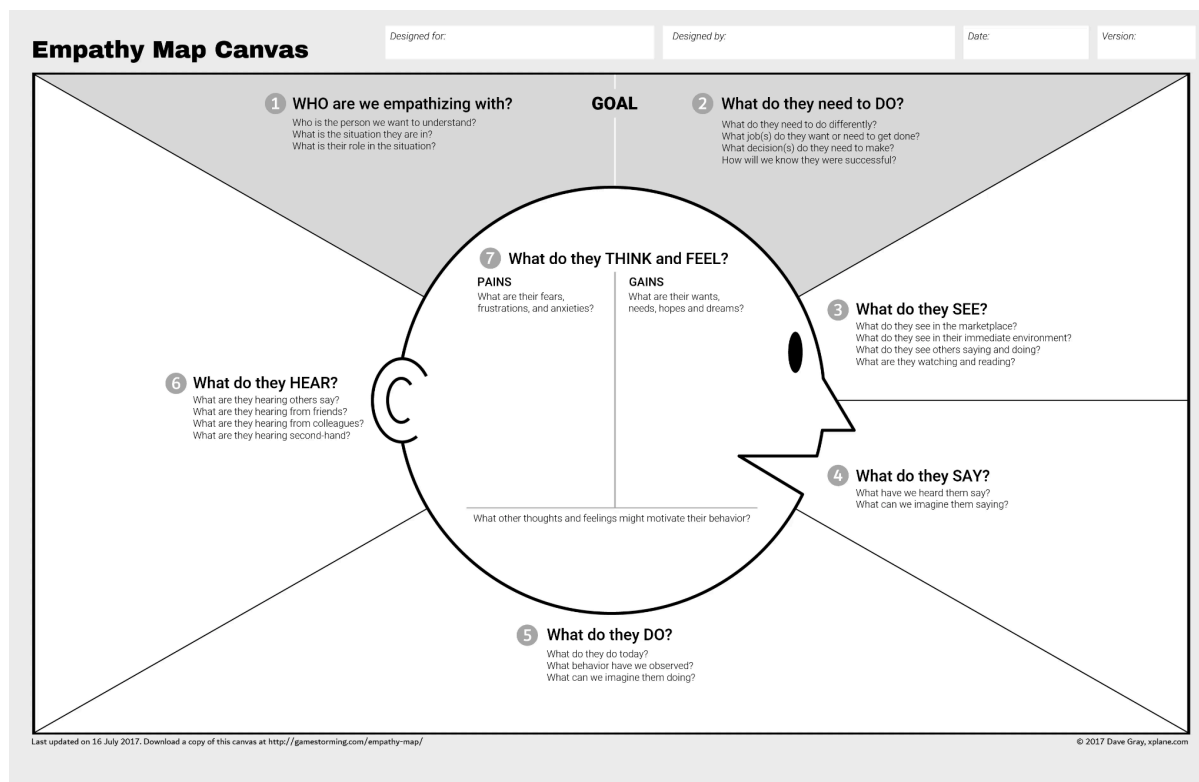


Design thinking

Empathy mapping



Who?	Teens, young adults and adults.
What do they need to do?	Users should interact with castle Twickel and learn about it and its surroundings, history and myths in a fun and engaging way.
What do they see?	Users that live close by the castle will have seen the castle and know some basic information about it, but will most likely not know much about the history and myths surrounding the castle(especially the younger audience!). Users that live farther away from the castle will likely not know of the castle at all.
What do they say?	Users are not likely to talk about castle Twickel or the history/myths of it in their daily life. History Twente in general is not something that is often discussed.
What do they do?	They are not likely to be engaged with Twickel castle or the history of twente at all.

What do they hear?	Users that live in Twente are likely to have heard about some of the myths that are present in the area. They might have also heard about castle Twickel, but are very unlikely to know anything about the myths and history of the castle and its surroundings.
What are their pains?	Learning about history can be quite boring.
What are their gains?	By learning about the history and myths in a fun way, the users can be more connected to the area they live in.

Define

Problem definition

The user should be able to learn about the history and myths of castle Twickel and its surrounding in a fun and interactive way.

Explore the problem

There is no fun and engaging way to learn about the history of castle Twickel and Twente, and because of this the stories are slowly disappearing.

Direct cause There is no fun and engaging way to learn about the history of Twickel or even Twente	Direct consequence The history and stories are slowly fading away.
Indirect cause The old generation is slowly fading away, and the new generation is less occupied with old stories.	Indirect consequence Old stories and myths are disappearing.

Define your point of view

There is a lot of history and important culture in Twente and Twickel. However, the stories and myths are slowly fading away with the older generations. There is no current fun and engaging way to keep these stories alive and educate the younger audience about them.

Creating a solution for this should be the goal of this project.

Ideate

Requirements, limitations and possibilities given by the client which will need to be taken into account when thinking up concepts

- The project will have to be on site at castle Twickel
- The project will have to take place on at least one of two routes in / around castle Twickel
- The project will have a budget of about 15.000, so the project can be larger in scale
- The client is protective of the castle, its surroundings and its history, meaning that we can't change too much, and can't physically clutter the environment.
- The project is strongly recommended to be playable on a phone
- The client's desired story subject is the mystery of who betrayed Nicholaas Bohmer.

Diverge

Concept 1	Concept 2	Concept 3
<p>Mystery machine app</p> <p>Dietetic app where you have to solve the mystery of Nicholaas Bohmer by using a device called the mystery machine. It is capable of peeking into the past(AR), talking to ghosts, and interacting with the real world. By using these functions, you will gather evidence and learn about the real life history and myths. At the end of the route, you will need to answer the mystery of who betrayed Nicholaas.</p>	<p>Obra Din inspired concept</p> <p>App where you have to find the spirits of people that had something to do with the death of Nicholaas Bohmer. To find these spirits, you have to use a special camera lens with a built in emf reader. The game will be fully AR, meaning the player will have their camera out the whole time. When you get closer, the emf reader will go off and eventually you will see a spirit. When you see a spirit, you will be able to see a part of their past, meaning that a big AR scene</p>	<p>Danganronpa inspired concept</p> <p>Classic murder mystery game. Throughout the game you visit points of interest(landmarks for example). There will be clues at these points that can be found in real life with, for example, a blacklight or actual props or with AR. By collecting this evidence and by talking to witnesses and suspects you will build up a case. At the end, you will have a trial together with the other people that participated. In this trial you will use the</p>

	<p>will pop up including evidence about the case of Nicholaas Bohmer. To get these pieces of evidence though, players will need to solve a puzzle in the scene, interacting with elements in a way that is similar to an escape room.</p>	<p>evidence you have gathered and together with other people that might have pieces of evidence you missed, prove who is the culprit. In the end everyone votes for who they think is the culprit and based on this data we could either leave it open or choose the guilty.</p>
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SWOT analysis

Concept 1 - mystery machine	
<p>Strength</p> <p>The concept is made up of multiple “apps” and sensors, which can be separated to allow for fun co-operative gameplay. (the past within)</p> <p>The sensors will give the idea of an actual ghost hunt, making the game more immersive and scary.</p> <p>With the many interaction types in the concept, there are a lot of ways to convey the history of castle Twickel in a fun way.</p> <p>The concept will force you to be very engaged with the area, looking for clues, spots to look into history and landmarks that might have ghosts nearby.</p>	<p>Weakness</p> <p>Long route can be difficult for some audiences</p>
<p>Opportunity</p> <p>The concept allows for later adaptation to different stories</p> <p>The concept is made up of multiple “apps” and “sensors”, this allows us to add more content to the game without a lot of difficulty.</p>	<p>Threats</p> <p>With the many components in the app, it will be a challenge to keep the UI clean and uncluttered when playing alone.</p>

Concept 2 - Detective game

Strength

very immersive concept, allowing for scary moments and good engagement.

Weakness

Having your camera out at all time will drain battery

Safety concerns

Only possible to use people directly related to Nicholaas, which limits the amount of other history we can teach

Opportunity

Big AR scenes with complex and rewarding puzzles can be very fun, and also give a lot of opportunity for the team to improve their skills.

Threats

App might distract from the environment which the client wants to highlight.

Might be too scary for younger audience

Concept 3 - murder mystery game

Strength

Real life interaction allows for very good immersion

Real life interaction highlights the environment

Weakness

Most of the interaction happens in real life, making it so that we have less control over what the users experience.

Less opportunity to tell a story

Opportunity

Game can be played by everyone

Threats

Physical items can be destroyed or taken