

AROUND THE WORLD IN 80 QUESTIONS

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Game description

The game "Around the world in 80 Questions" presents topics related to the local traditions, history, flora and fauna as well as other elements concerning the natural environment, but also the impact of the human activities in different ecosystems of three regions of Greece.

Each region, with its different characteristics, quality and intensity of environmental threats, corresponds to a different level. The three levels are the wider area of Thrace, the Cyclades island group and the Attica basin. Each level also serves a different mission. The first one aims to retrieve knowledge, the second sharpens critical thinking, while the third encourages decision making.

Game scope

Each player has to make a complete "tour" throughout the three levels of the game, answering as many questions as possible correctly and thus collecting points, aiming at the highest possible individual score.

The player character

The player character evolves gradually, starting from level 1 as a traveler in a relatively natural and undisturbed environment. Then the player takes on the role of a tour guide for a group of friends in an environment where human interventions and nature coexist and potentially conflict issues arise. On the final level, the player returns to an urban environment where nature seems to have been degraded, and the player takes a more defensive role and explores ways to improve different environmental features and most of all the quality of life.

Level 1 - Thrace

In this area natural environment is the dominant element and human intervention is relatively small. Thus in this level questions are focusing mainly on the ecosystem, flora and fauna, as well as geography and geomorphology.

Level 2 - Cyclades

This area is a mosaic of urban and rural elements where human intervention is moderate and seasonal, during the summer time usually. In this level each island represents an individual station, in an effort to better understand the geography of the area.

In this level questions are focusing mainly on way of living/everyday life and escalate critical and ecological thinking of the player who has successfully completed level 1.

Level 3 - Attica

In this mainly urban & industrial area, natural environment gives way to urban space.

In this level players can choose amongst easy and difficult questions and double their score.

Players have two options to finish each level:

- Either answer the minimum of 6 questions correctly. This option gives players the opportunity to move faster to the next level.
- Or answer all available questions at each station (correct or wrong, regardless). This option gives players the opportunity to raise their score.

The rolling wheel (dice)

A rolling wheel sets the beginning and throughout the game, it somehow controls players luck, score and route. What actually happens when turning (clicking) the wheel is one of the following:

- The player wins 50 points (“+50”)
- The player moves forward to the most remote station (“>>”)
- The player moves forward, passing as many stations as the wheel’s numerical indication (“1, 2 or 3”)

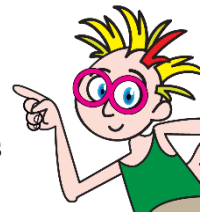


In case of “+50” score automatically rises up 50 points but the player remains in the same station. In order to move, the player has to roll (click) the wheel again.

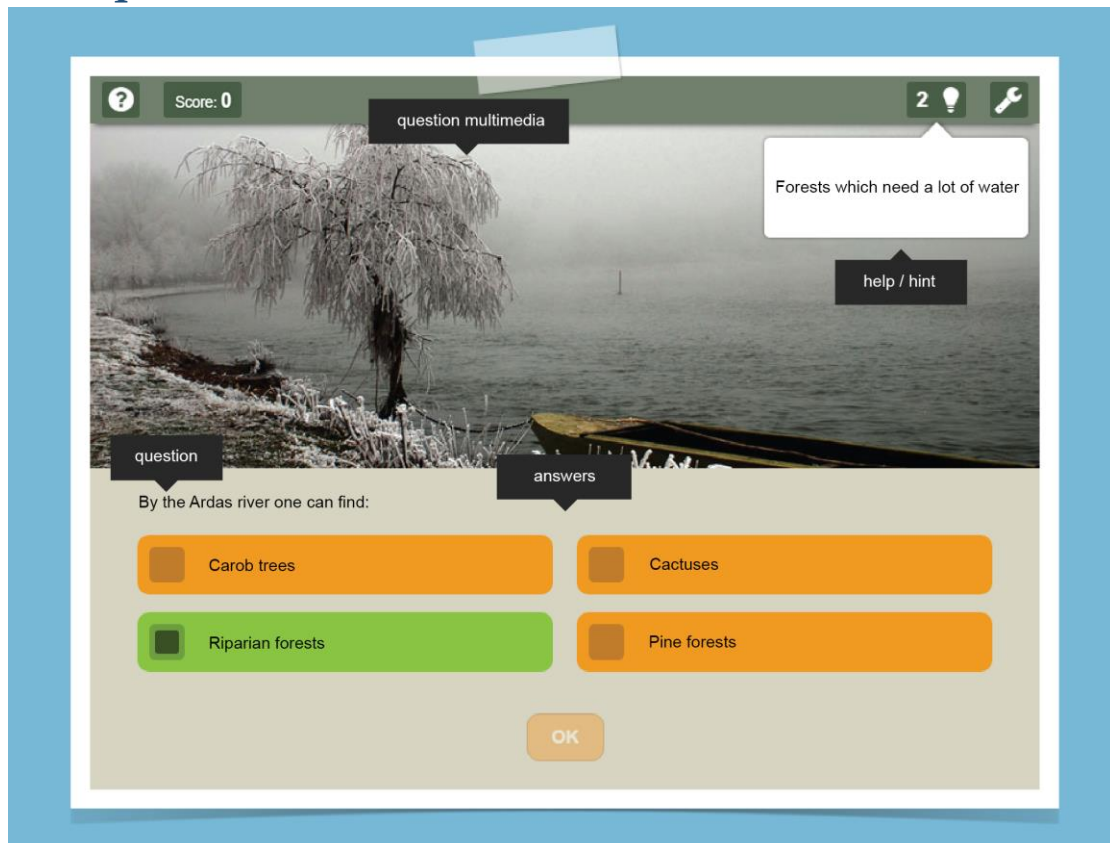
In case of “>>” the player moves forward to the most remote station, based on actual distance between stations in kilometers.

The helpmate

The helpmate shows up to offer a helping hand, useful tips and guidance to the beginners, explaining how “bonus” questions reward you, how traps can be overcome and how precious some tools are at all levels.



The questions



Each question is accompanied by four (4) possible answers, with only one being correct.

Questions fall in one of the game thematic categories that are:

1. Species
2. Habitats
3. Land uses
4. Threats
5. Geography-heritage
6. Way of life

The number of questions per category is balanced in the course of the game, but players can see these categories only after completing each level.

Every level has some extra, bonus questions. Bonus questions are distinguished by a ribbon in the top right corner of the question and appear randomly offering the player a chance to raise his/her score. Bonus questions are NOT classified into a specific topic category.

On the third and final level, there are questions of graded difficulty that are also offering graded points. Players have to take up the challenge “Adventurous vs Prudent” answering more difficult or easier questions respectively.

The score

On the first and the second level, each correct answer gives 50 points to the player. On the third level a correct answer, if the question is easy, gives 50 points and if it is difficult gives 100 points (double score).

Bonus questions give a “boost” of 50 points.

Helping tips

Three helping tips are available at the start of the game. Even though they cannot be transferred into the next level, they are renewed on each level and it is possible to win more helping tips, as players’ score rises.

Helping tips rather than revealing the correct answer, block out all the misleading or funny ones, eventually leading players to the right choice.

The number of available helping tips is displayed on the relevant indicator (a lighting bulb). The numeric indicator decreases each time a helping tip is used or increases when the player earns one.

When a question appears on the screen, the “bulb” lights up and the pointer turns on. The player can then press it and see the helping tip that is available for the specific question.

Game stations



The mission of the player is to travel and complete all three levels. To do so, he has to answer correctly at least 60% of the questions while achieving the best possible score!

To complete a level the player travels on a predefined path with ten (10) “stations”. At each station the player has to answer one question. If the answer is correct she earns points and a green flag to show that she has successfully passed from that station. If the answer is wrong the station is marked with an orange flag and if the player loses all available efforts the flag turns red. A minimum of 6 green flags is necessary in order to proceed to the next level.

Depending on the level, the player has three (Level 1) or two efforts (Levels 2 & 3) to answer a question correctly in each station. If the player runs out of tries, the station is then locked and is no more accessible.

Clearly distinguished signs and indicators on the board/screen help players track their location, route and each station’s status at any time of the game. In specific:

- The red circle represents your current position
- The flags represent station status:
- No flag means that the player hasn’t visited that station yet
- A green flag means that a correct answer was provided
- An orange flag shows stations where wrong answer was provided but the player can still try
- A red flag means that no correct answer was given and no more efforts are available



Even if a wrong answer is chosen by the player, the game mechanism automatically indicates the correct one.

The route is circular & predefined so that the player can visit or revisit all the stations.

Rewards, challenges and motivations

The 10 best players' rating along with their nickname and the level they have completed are listed in a "Top 10 Scoreboard" table, visible to everyone accessing the game's webpage. That is an extra motivation for the players to achieve a high score and conquer the top winning position!

Players can replay individual levels or the whole game as many times as they want, but in this case it is their last attempt's score that is automatically saved.

Rewards (Level 1, 2 & 3)

On pre-defined phases of the game, linked with players' score, some rewards are given:

- 200 points total score: 1 extra helping tip
- 400 points total score: 1 tool
- 600 points total score: 1 extra helping tip + 1 tool

Traps (Levels 2 & 3)

It's highly possible to fall into a trap and lose access to a station if you don't have the suitable tool in your suitcase to help you overcome the unexpected situation! Five (5)

different traps (i.e. you have lost the ship, you cannot find a room to stay for the night island, you have to stop a fire, etc) wait hidden in levels 2&3.

Tools

In order to "overcome" the random traps encountered, players have to use the tools they might have won on level 1. There is only one suitable tool for every trap, so if the player does not have the right one or chooses an unsuitable one, he/she then loses the question and cannot answer other questions at that station.

The list of tools contains:

- A tent
- A fire extinguisher
- A mobile phone
- A compass
- A sailing-boat
- A bicycle

Tools can be transferred to the next level. In addition, tools that have not been used remain available for the next time each player logs on and plays the game.

Prizes

Upon level completion (6 green flags minimum) the player can download gifts such as ringtone sounds, a DIY brooch, a weekly calendar and stickers for phones and/or tablets.

Upon game completion (successful completion of all levels) the player wins a "certificate" describing her game character. This character is based on the number of correct answers per question category. There are four distinct characters.

Completing a level – finishing the game

Every level will be considered completed upon the following states:

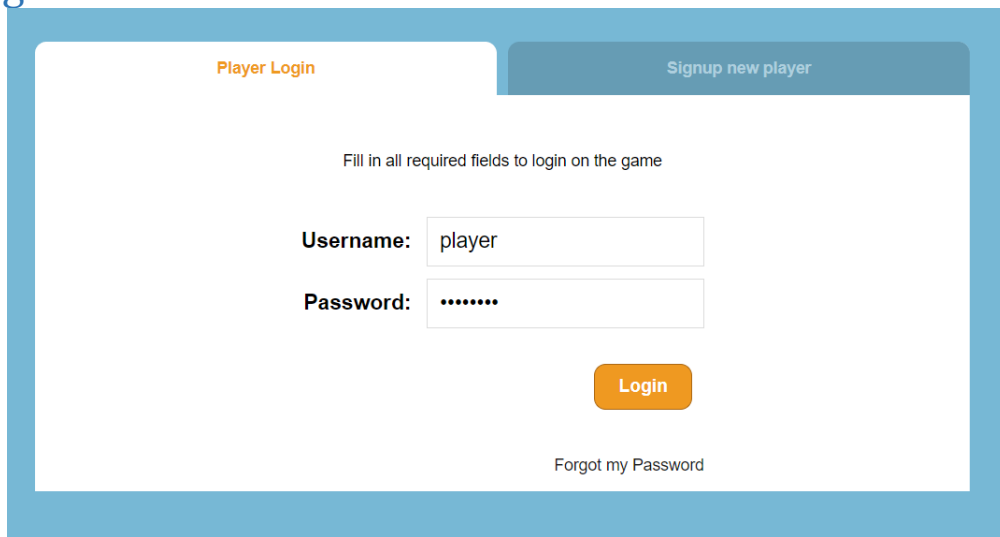
- Minimum Success: The player used all the available tries and has won at least six (6) or more green flags from equal stations.
- Time for decision: The player has won six (6) green flags. It is time to decide whether he/she moves to the next level or prefers to stay in the same level and raise his/her total score.
- Failure: The player used all the available tries but won less than six (6) green flags. In this case he/she has to try again.

The game ends successfully when the player completes all the three levels one way or the other.

Registration, Login and Logout

The game begins, right after an easy and fast registration step that is essential for all players, since this is the only way to save individual scores! All data declared in the aforementioned process, remain personal and safe by their owners. No sensitive or other personal data are stored.

Login screen



The login screen features a blue header with two tabs: "Player Login" (active, orange text) and "Signup new player" (inactive, blue text). Below the tabs, a white box contains the login form. At the top of this box is the instruction "Fill in all required fields to login on the game". The form includes a "Username:" label with a text input containing "player", and a "Password:" label with a password input showing seven dots. Below these is an orange "Login" button. At the bottom of the white box is a link that says "Forgot my Password".

Player Login Signup new player

Fill in all required fields to login on the game

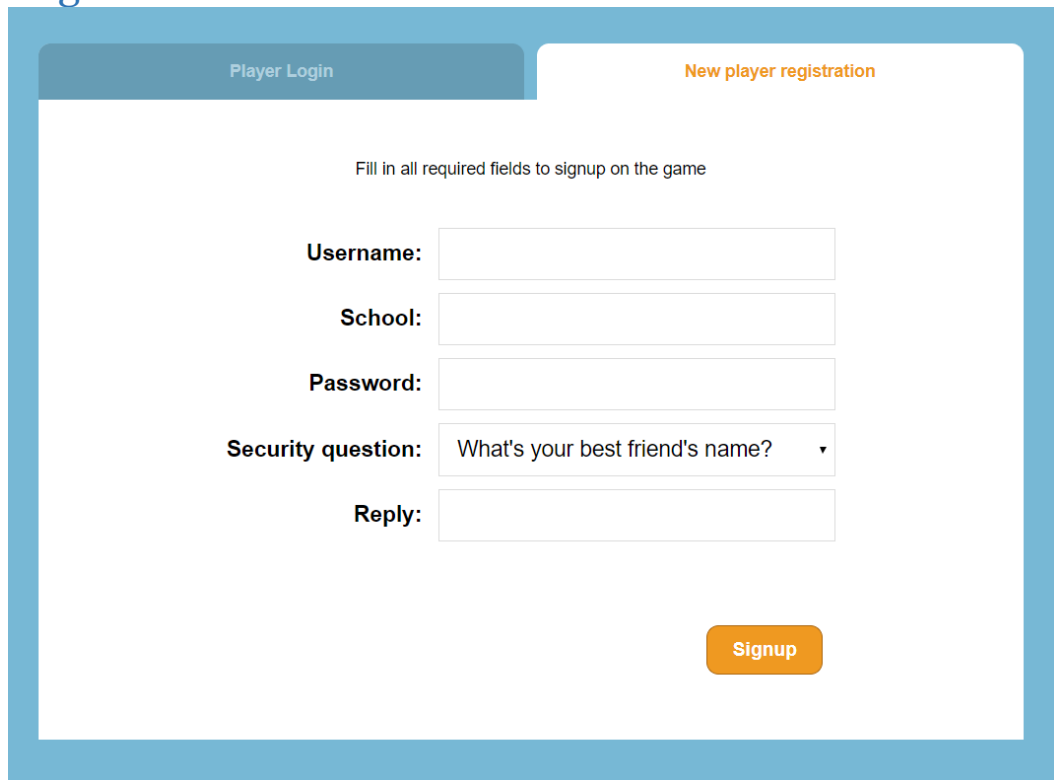
Username: player

Password:

Login

Forgot my Password

Registration screen



The registration screen features a blue header with two tabs: "Player Login" (inactive, blue text) and "New player registration" (active, orange text). Below the tabs, a white box contains the registration form. At the top of this box is the instruction "Fill in all required fields to signup on the game". The form includes a "Username:" label with an empty text input, a "School:" label with an empty text input, a "Password:" label with an empty text input, a "Security question:" label with a dropdown menu showing "What's your best friend's name?" and a downward arrow, and a "Reply:" label with an empty text input. Below these is an orange "Signup" button.

Player Login New player registration

Fill in all required fields to signup on the game

Username:

School:

Password:

Security question: What's your best friend's name? ▾

Reply:

Signup

Forgotten passwords can be retrieved using a security question

Reset password screen

Restore password

1: Enter username 2: Enter hint answer 3: New password

Username:

[Show hint question](#)