Rewind.
Fast Forward

I know

- have a guide, a partner, a facilitator to encourage the player and provide support and structure
- allow the player time to investigate openly, then test their knowledge through deductions and application of the thoughts in their brain.

I dunno

- where ~~is~~ they going.
- what is their goal
  - → finding bad decisions before they find you
  - → learning from the dead

"Organ Donor" Escape Room Puzzle Game

(curfew) Time limit (11 - 5 AM)

Rick + Morty
Mrs Frizzle + class
Benny + class
Dr Who

Morty + Doc

The day becomes necessary the day becomes meaningful.

"curfew" 11 PM 5 AM

when you see your phone

The purpose of our experience: ① ~~to prepare you to take the drivers examination~~ and to help you become a safe driver

can you choose to play as an older kid (15-19)

3 characters 14, 17, 19

Choose your character, so that the kids feel linkage to something else in the world

~~No because~~
↗ toggle

short, timed puzzles
~~not release~~:
access 3 at a time (15 min session)

You need to use the book to answer questions. the book is hidden in objects in the game.

I'm thinking this will be more like a puzzle game
where the user inspects 2D accident scenes together with information from the paper manual

they can go inside cars and they can rewind time in order to solve these puzzles.
In order to complete a puzzle they must log the reason for the crash. Drag + drop.

A driver can have overwhelmed their cognitive load while they are powering a steel Rhino.

> define the problem

~~the car got in an accident~~

the car skidded into a telephone pole

> generate possible solutions

the driver was going too fast

~~the car skidded into a~~ and lost control

~~telephone pole~~

the driver was looking at their phone on the turn.

> evaluate and select possible solutions

merely reversing not changing it → put the phone down. where will you put it for them so they don't look at it while they are driving?

→ but i always look at my phone while i drive and nothing ever happens.

> implement solutions

put the phone in the glove box

The Twighlight zone "where is everybody?"

Dr Who actor

im not scared theres no one here.

people will show up one by one

the people that you resurrect and save

you wake up ~~alone~~ laying on a street corner. As you sit up you see you are alone on the sidewalk pavement but alone down the street and in that street. Okay except for one car crashed into one pole... Strange, this is my car (I just picked it a couple screens back!).

You've been ~~created~~ born into the program.

You've surfaced ~~You've come to~~ ~~You've been selected~~ ~~You are required~~ ~~You are~~ a sentient being ~~alone control~~ you ~~I can't control you~~. ~~But I've seen a lot and I can guide your prestige and gratitude.~~

(use your power and freedom well.... there is others who depend on you.)

you gain companions by investigating the cause of their accidental death. Explode the world and help these souls rejoin the solid world.

potential Hazard

Mark things you think the driver may have missed (search the scene, identify potential hazards)

Martin Asher was driving to work when he lost control of his vehicle and skidded into a pole. Martin was drinking an ice coffee and checking his email (what time is the meeting?)

releasing dead souls from purgatory...

learning lessons from the dead.

Ghosts ask you to solve their mistake

6th sense. Your main guide is freed at the end, like genie.

in the world, you explore and reverse the decisions that lead to ~~a~~ death.
Adjacent to the world grows patches of color and light where the ~~world~~ souls are saved.
You can go there to learn more than them.
Deep content such as video of actors or real stories of carcrash victims.
A number puzzle, sight practice.

this player makes our game board (and shows the player the progress they've made)
The "chapters" appear, ~~or~~ accompanied by mini games to practice perceptual skills,
the actual PA handbook

features like the clock (timer) can be turned on and off. Accomodates for player level (age)

in what way do we want you to make good decisions?

how do you train a good driver Mental ONLY

"A good driving Mindset"

an analogy between the task they solve in tregent and how they solve out on the road.

the knowledge is tied together
how to tie the action

unexpected things happen
it happens slowly?
completing the game
and chunking your driving energy
tools to deny your friends peer pressure
"My mom will take away my car if i mess it up anymore..."

Mario party Meets Farmville meets Law and order.

Chapter Examples

- a good driver shares the road

- Scan the scene
- devote your attention
- Left - Right - Left
- Be careful who you pick to drive with.

(You are the main character in each of these stories)

"deadly intersection. a limousine with ~~[illegible]~~ 18 people kills 2 pedestrians"

(All the car accidents in an intersection over time)

let them name?
the chapter is named after they solve

form habit? → pay habit points
solidify?

one time fix? → cheaper to fix, flimsy

Check your answers

Run simulator

probabilities of your character crashing in a ~~[illegible] year~~ 10 year period =

Use statistics from manual

features of Cars

accelerometer

blinker

*user helps the driver correct their behavior to fit the scenario

+ icy
+ im late > crash

features of good driver

- Fully understand + always at full control of vehicle
- Fully understand all road signs, road markings + traffic rules
- Ability to understand weather + traffic situation and changing your behavior to fit the scenario

Following all the traffic rules only make you a driver, but not a good one.

The Good Driver

- Not insisting on your rights
- Expect mistakes from other drivers
- Drives quiet and calm
- Refrained from showing ~~himself~~ superior to others

10/8

paper playtest

- car crash
- Driver scene
  - interact to find more info
  - ☆ can they draw a conclusion about what caused the crash?

what do they want to interact with

~~[redacted]~~

Find out why the driver crashed

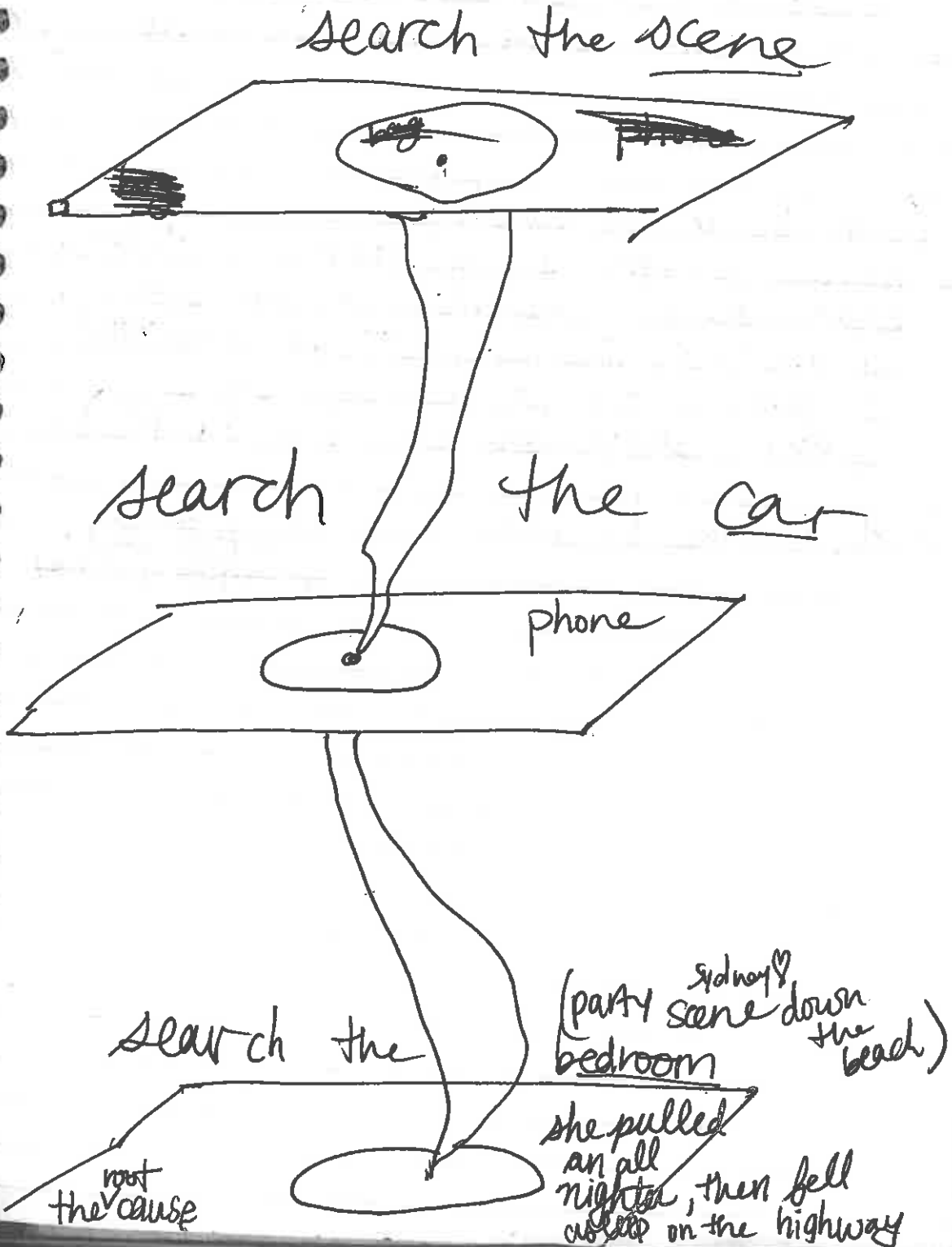
What are the assumed dangers, outcomes?

what do they want to know more about?

→ I predict they will click on

- → person (rearview mirror)
- → phone
- → bag

the knowledge, the application of the knowledge, and where that breaks down



Not driving while tired...

a woman drove home late after baby sitting
a woman drove home on the highway late at night and fell asleep at the wheel
a woman works 3 jobs and fell asleep

Dont be in a rush!

a woman is late for an interview with her dream school. She ~~was~~ checks her phone for directions, she is lost and frustrated. The scene in the car we can see her phone, where she was headed (GPS).

anxiety in her bedroom... I gotta get in! to this school. or my life is ruined

Aim for two scenarios ... allows you to notice trends

- peer observation of the behavior

playtest

- What do you think caused the accident?

Omar 10/9

another car involved....

(1) Honked → someone ran a stop light
How else could a car get wrapped around a pole?

(2) Didn't think

(2) took the right turn too close to the curve?

did they break any laws → probably in either situation

- Running Stop light

Sru:

terrible accident!

→ (1) took a turn too fast from the right
speed and oversteer
trying to catch the light before it turned red.

(2) Avoided another car coming
the opposite way.

Why are the poles so strong

(3) Something wrong with the traffic lights

"Rule of thumb" slow down when you see yellow