RPGPS
Real Players Going Places Someday
Rare Programming Genius Proudly Sold
Role Playing Game + GPS (still working on title)
Genre

• Role Playing Game
• Adventure
Game Premise

• Adventure in your own backyard!
• Build a character!
• Earn achievements!
• Become the greatest explorer in the world!
Backstory
Backstory

• Meteor hits your house.
• Turns into money.
• There are still more meteors around that haven't been found.
• Go get them! (for more money!)
Target rating

ESRB
Target market

• People with GPS smart phones ages 10+
Player motivation

- Achievements.
- High Scores.
- Explore! Explore! Explore!
- Shows the locations on the map that you've traveled to and interesting statistics! i.e. highest elevation, fastest speed, furthest distance from 'home'...
Unique Selling Point

• Virtual 'Fog of War' for each new user. Only shows places on the map where a player has traveled before.
• Multiplayer interaction.
• Location dependent quests/shops/secrets.
• 'Hidden' quests and achievements.
• Location dependent mini-games.
Competitive Analysis

• Geocaching:
  - GPS treasure hunts
  - Find/hide caches
  - Not interactive game though, relies on the community to create challenges.
Competitive Analysis

• Turf Wars
  - Players mark their territory
  - Shows your 'influence' over certain cities
  - Creates real-life turf wars between gangs
Competitive Analysis

• Parallel Kingdom
  - Players create an avatar in the world
  - Get a 1/3mile radius around their starting point to explore
  - Can extend the range of exploration by getting flags/houses in the game
  - No movement necessary
Goals

• A game that can be played actively or passively (killing time).
• Use the GPS tracking in a new way.
• Competition with friends.
• Fun!
Conclusion

• It's a new game-genre!
• Fun way to play with GPS.
• Motivation to go out exploring in the game world and the real world.