rogue signal

mission report

Mission Name:	**Singularity Quest**
Location:	Austin, Texas
Challenges:	Various types of participation with exhibitors and sponsors
Audience:	Attendees at the BDYHAX 2016 Expo
Game Type:	Custom, Story, Fun, Competitive, Puzzle

Singularity Quest is an expo game where attendees were rewarded for visiting and participating with exhibitors, vendors, and sponsors at the BDYHAX 2016 Expo. Singularity Quest had a rich storyline written by author Jon Black that drove most of the interaction throughout the game.

Setup

Partnering with local escape room geniuses at Out of the Box, we filmed story elements ahead of the game and revealed the videos with information as clues were assembled and parts of the puzzle were solved.

Players tracked their scores and tasks, using a basic scavenger hunt app to follow an in-depth storyline, where they were guided by an in-game character (an artificially intelligent valet).

Competition

During the game, players took a quiz about their microbiome with uBiome, wore a brain-computer interface called the UltraCortex from OpenBCI, and built 3d printed prosthetics for kids as part of their quest to remember themselves.

Players were directed to complete tasks and challenges to repair their memories and bodies in order to learn about what brought them to this place. Eventually, they discovered they had erased their own their memories to protect themselves from the game's big boss.

Challenges

We quickly realized the limitations of the app we were using. Video was difficult for attendees to hear on a busy expo floor, and the best solution was to deliver story information in text. Ideally, this information would be shared by actors playing the artificially intelligent valet on site. These

actors would also function as information points and referees throughout the game.

Additionally, the app's layout made it difficult for players to track story-related progress and to follow tasks in chronological order. Players had no way to review clues inside the game app which made connecting the dots even harder.

Results

After the event, players reported Singularity Quest was one of the most fun things that year and exhibitors were delighted to have a steady stream of attendees visiting their booth for a specific engagement.

The top 16 players won prizes donated from the event and participating exhibitors, highlighting the exhibitors not just as people to interact with but as products to be desired.

The challenges we experienced drove us to create Scramble, our game app, which can host custom games of many types.