**Games Design: Interactive Mobile App Spy Game**

**Production Schedule:**

1. Child downloads the Mobile App Spy Game
2. Child watches the Introduction Briefing Video explaining the instructions of the game
3. Mobile App game has Four missions to be completed over Four levels
4. Child selects a Spy Character in the game
5. Each level is to solve a simple riddle to reveal a clue and direction to the spy location
6. Child uses Mobile App compass to find directions to the Location
7. Special Spy Locations are setup around the festival area and supervised by staff
8. At the Location, the child is given a new clue to find a secret code number
9. Once the secret code number is found, child takes a photo in the Mobile phone App to confirm
10. A new video pops up, congratulating the first successful mission completed
11. All Four clues must be found from all Four Locations around the Festival within a time limit
12. Child must go to the Final secret Location where the Vault is located
13. Child uses the Mobile App compass for directions
14. Child finds the Secret Vault and enters all Four secret codes to reveal the Final secret Prize
15. Final video pops up to congratulate child on completing the mission and winning the Prize
16. The Prizes are presented to all successful spies together on a stage by the organisers
17. The Prize is a Gold medal and a child gift

**Equipment List**

Mobile Phone

Marquees

Props for themes: Jungle / Office / Science Lab / Army Barracks

Sign boards

Cones

Vault

Medals

Gifts

**Audience Profile**

Children aged between 10-16 years