**Gaming meeting – RBINS – 26/02/2019**

Laurence Cammaert (LC), Patrick Semal (PS), Joelle Bourland (JB), Tara Chapman (TC)

The serious game ‘spaceship’ will be used as the base for the new serious game and will also be adapted for use on the project website. Bart Jansen (BJ) confirmed there will need to be two versions of the game as the serious game is played with the Kinect and balance board whilst the game for the website will be played on a keyboard. There will be different levels of difficulty for the game so it can be used as both a serious game and a game for the website.

**Skeleton**

Appearance - Red hair and white skin with sunburn (similar to RBINS model) so there is a link to RBINS. TC previously sent the picture to BJ

Seems naked – small flashes as running through cave (only very innocuous –i.e. shoulder !)

Final model will be Spyrou in a bear skin. Can also have Spyrou in bear skin somewhere in beginning if need to show avator beforehand.

**The basic premise of the game is as follows:**

At the beginning of the game – a map will flash up and show the correct route. People have to see which way to go and make sure they go the correct way (*This is from who Serge Van Sint Jan who stated that serious games also had a cognitive element (known as double tasking as neurological problems also important ) (i.e show a map of where to go, the map disappears and then people have to remember the correct way to go).* If they go the wrong way – there is two scenarios they will either fall down a hole or be confronted with a group of angry hyenas – both of which ends the game.

Spyrou is running through the cave and collecting lit torches. Spyrou will be naked but as it is in torchlight you will not see any details only the back of Spyrou (could be a possibility when turning that you see a flash of some details but not too much. The light will dim so he needs to make sure that he collects enough that the light doesn’t go out completely (where the game will end). There will be stalagmites and stalagtites in the cave, if Spyrou touches these the torch will also dim (again the torch must not go out completely). Spyrou will need to collect four objects along the way – sticks to make a fire, a handaxe, a scraper and a spear. When Spyrou collects one of these objects – it could light up on the screen. At the end Spyrou will arrive in an opening of the cave \_ (the idea is that this will be based on the Cave Bruniquel – a famous cave with an arrangement of stalagmites supposedly arranged by Neandertals). There will be animation of a cave bear. If Spyrou collected the four objects (sticks to make a fire, a handaxe, a scraper and a spear) - the final shot will be Spyrou wearing a bear skin (possibly with a bear roasting on the fire in the background – this shouldn’t be too graphic though). If Spyrou didn’t collect the four objects – then he will be eaten by a bear (this could be a shot of bear licking lips or burping…

After the final animation – there will be a screen with links to the website based on the game. I.e. click on the handaxe and it will take you to the section of the website discussing the tools Neandertals used, the same for the fire, hyenas, bears, spears and scrapers. This gives an educational element to the game. The scraper was used to make the bear skin, the handaxe and spear to kill the bear and the sticks for the fire to cook the bear.

The level of difficulty can be determined by how long you have before the torch runs out.

**Action points:**

* The Spy cave has been 3D digitised by photogrammetry and should be used as the background of the cave. The entrance to the Spy cave should also be used as the entrance in the game.
* The Cave Bruniquel cannot be used due to copyright but a similar cave should be produced at the end. As Bruniquel digitisation of cave can’t be used – a similar picture to Bruniquel cave but not same should be recreated in our game (i.e. stalagtites etc). https://fr.wikipedia.org/wiki/Grotte\_de\_Bruniquel
* The Neandertal should be based on the RBINS Neandertal to provide a link to the museum. VUB will create the digital avatar based on the 2D model sent earlier by TC to BJ. However it should be an avatar which is younger looking as discussed previously.
* The game will only run on the latest browser (this will mean the game will be better as more memory can be used). A pop up message will appear informing people that they need the latest browser to run the game. This could be something like ‘you are too old’!
* The avatar shouldn’t walk through walls in cave
* For the cave bear at the end, LC found a cave bear which is similar to a paleolithic cave bear (as confirmed by Mietje Germonpre (an expert in fossil fauna ). BJ to check the link
* LC also found a link to a hyena
* LC to provide 3D models of handaxe and scraper.
* LC to provide links to the website for the different aspects of the game and to provide to BJ when game complete.