



Quest

Make digital communication meaningful and fun



The Team



Alejandrina Gonzalez Reyes
alegre@stanford.edu



Hao Wu
wuhao20@stanford.edu



Ian Jones
ianjones@stanford.edu



Cole DePasquale
coledepo@stanford.edu



Katie Cheng
katiemc@stanford.edu



Introduction

Problem Overview

Long distance relationships and friendships are hard to maintain. Texting and social media interactions just aren't meaningful or engaging enough to sustain and strengthen these relationships.



40%

4.5

Solution Overview

With Quest, people can design scavenger hunts for secret messages/gifts, and let their friends embark on exciting AR adventures to find the hidden “treasure”. It promotes a more meaningful and engaging way of digital communication.





Presentation Outline

- Concept Video
- Design Evolution
 - Needfinding => Sketches => Low-fi => Medium-fi => High-fi
- Current State
 - 3 main tasks and how our implementation supports them
- Demo!
- Ideas for future enhancements
- Summary of talk

Concept Video



https://youtu.be/oyv0Z_wVf50



Design Evolution

Needfinding

Amber: international graduate working in Toronto

“There is just something about receiving a letter from a traveling friend, you just know that she/he cares about you, and that gives you a warm, great feeling.”

Insight: Despite her ability to easily send texts or messages to friends through social media, Amber prefers handwriting letters to remain in contact.



It Would be Game-Changing if...

We could evoke the same deep emotional reaction via
social media.

Needfinding

Susan: computer engineer working at Airbnb with a long-distance boyfriend.

“I really wanted my boyfriend there with me when I have to eat alone, sometimes I want to go to movies but I can’t find anyone to come with.”

Insight: Susan and her boyfriend struggle to maintain a long-distance relationship despite connecting daily via Skype because of their inability to do activities together.



It Would be Game-Changing if...

Long-distance relationships didn't inhibit couples from doing activities together.



How Might We?

Replicate the anticipation and surprise felt from exchanging handwritten letters?

Help people make other friends to fill the absence of their boyfriend/girlfriend/friends?

Enable long-distance couples to do activities together?



How Might We? - Solutions

Taking the receiver on a journey to find your message (HMW #1)

Enable long-distance couples to build a virtual home, where they can live and spend time together (HMW #3)

Create a game where the receiver of the letter have to reach certain level in the game to open the message (HMW #1)



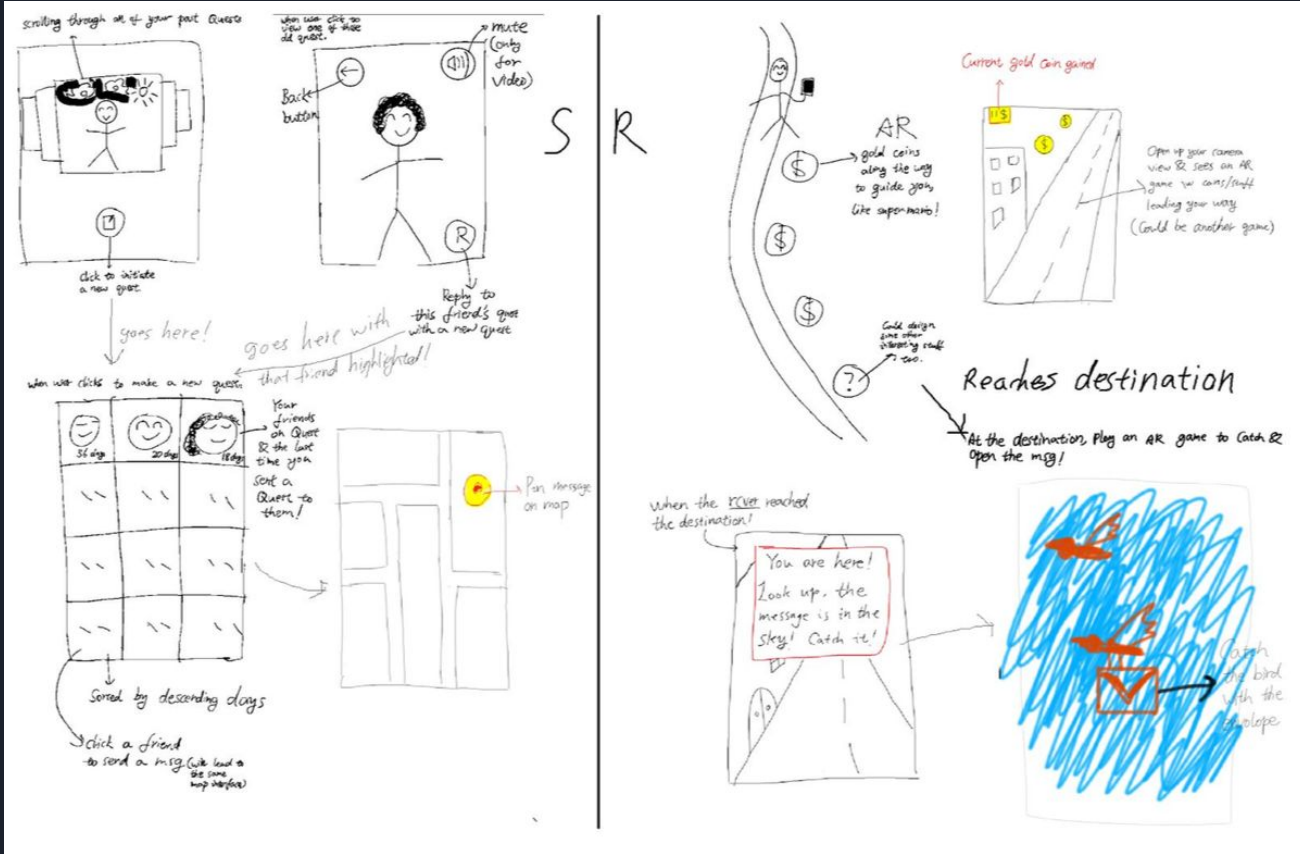
The Tasks

Task 1: Design a Quest and Send

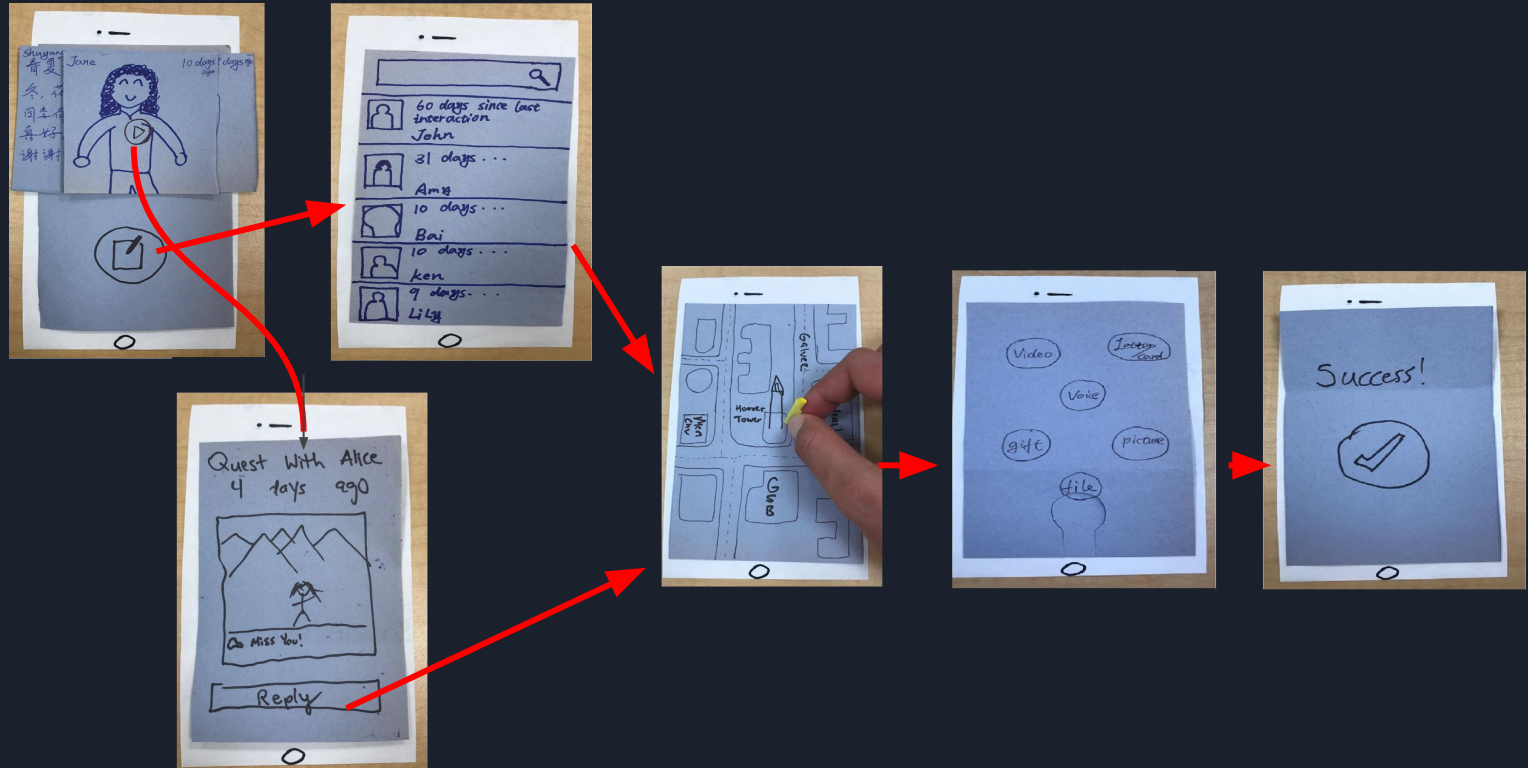
Task 2: Navigate to a Location

Task 3: Open a Message/Gift

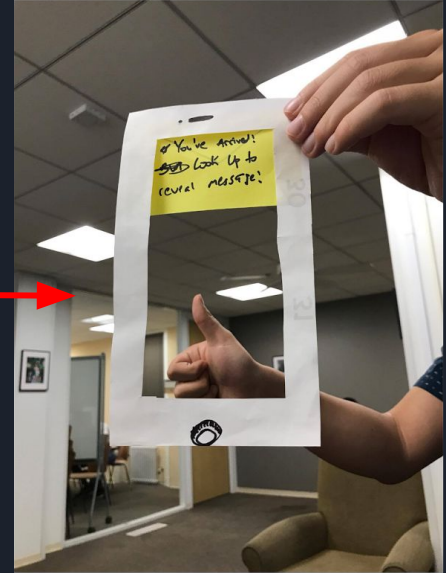
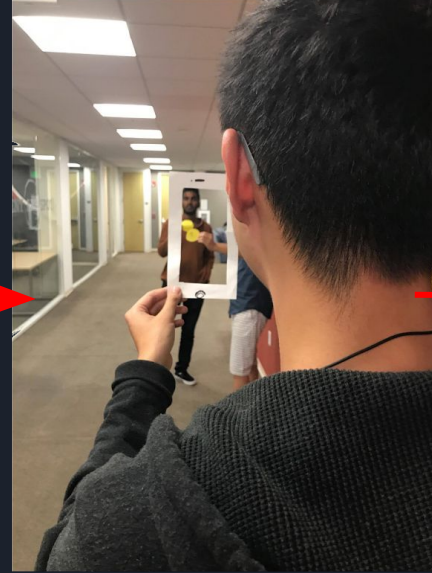
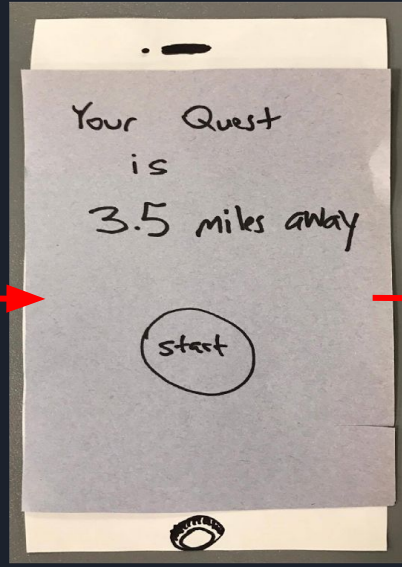
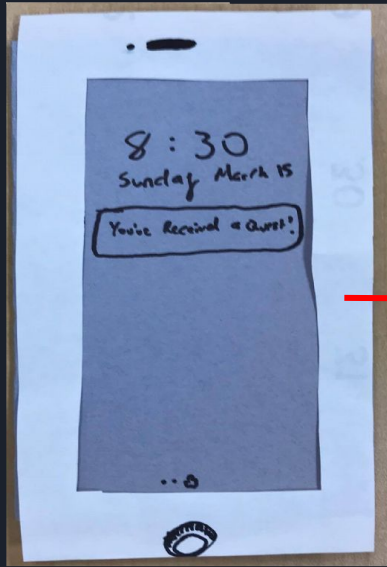
Initial Sketches



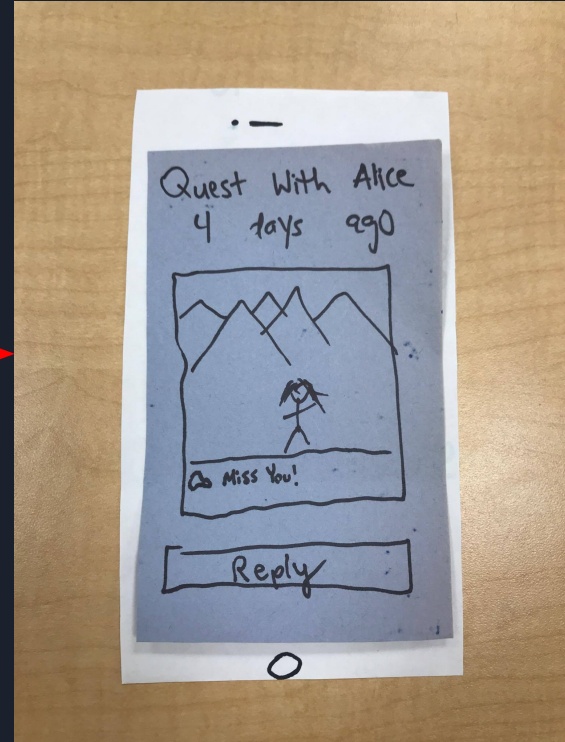
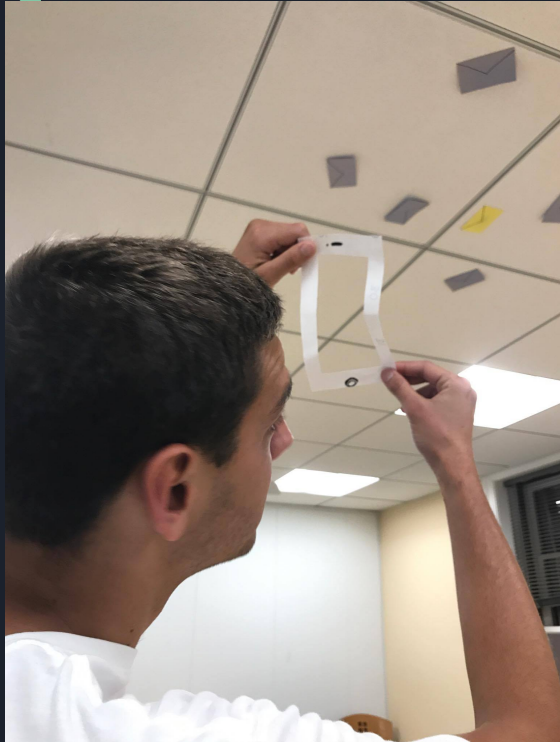
Lo-fi Prototype - Task 1



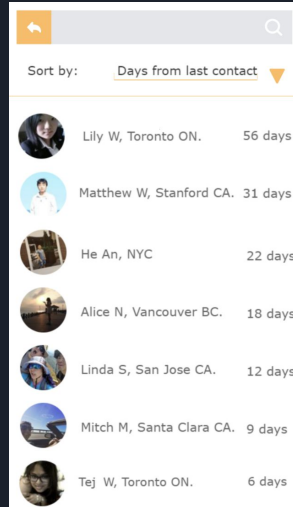
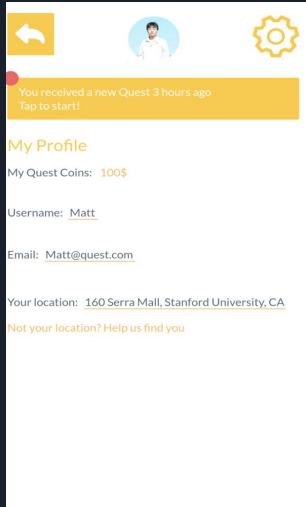
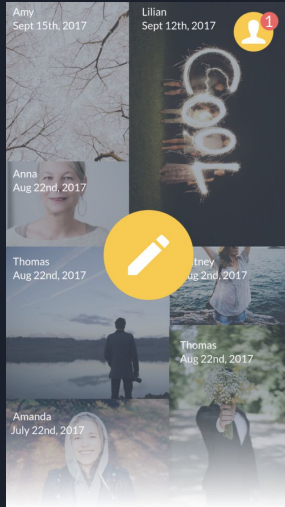
Lo-fi Prototype - Task 2



Lo-fi Prototype - Task 3

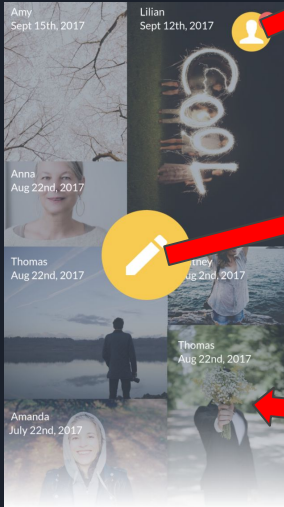
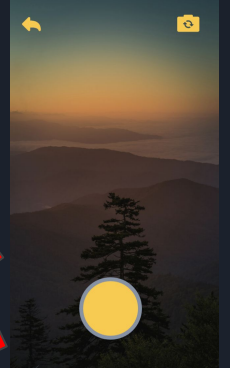
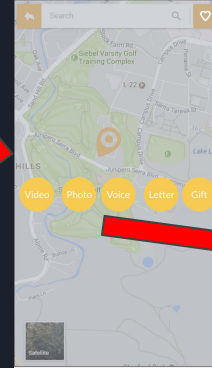
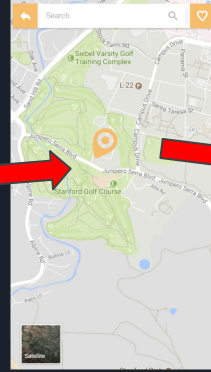
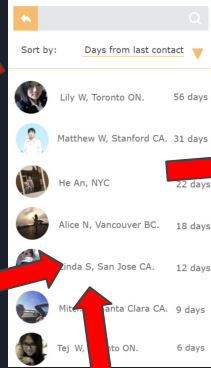
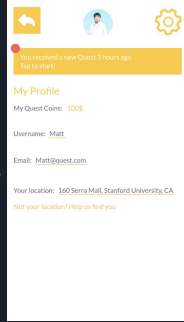


Medium-fi Prototype - Marvel



- Inbox design changed from slider to picture grids
- Addition of profile page
- Added back buttons

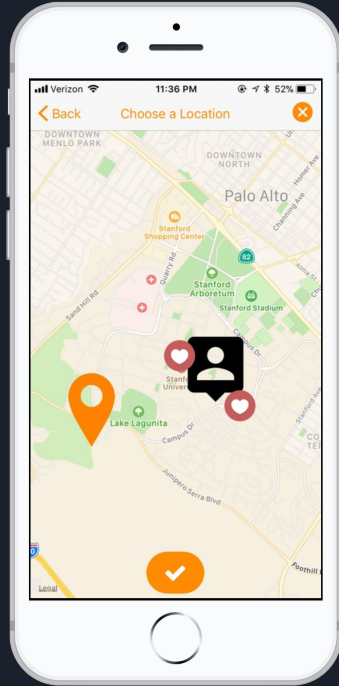
Medium-fi Prototype





Current State

Current State - High-fi Prototype



Download Expo and scan the QR code to run the High-fi prototype of Quest!

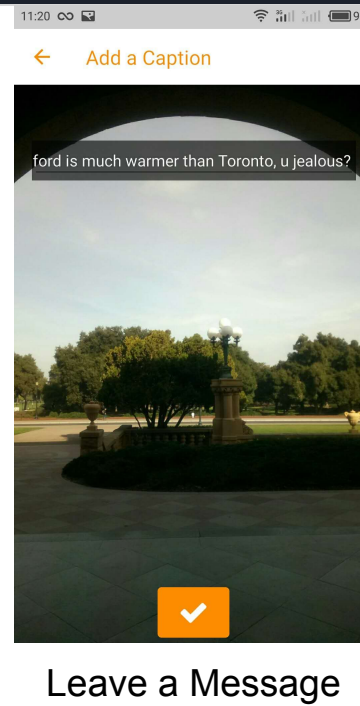
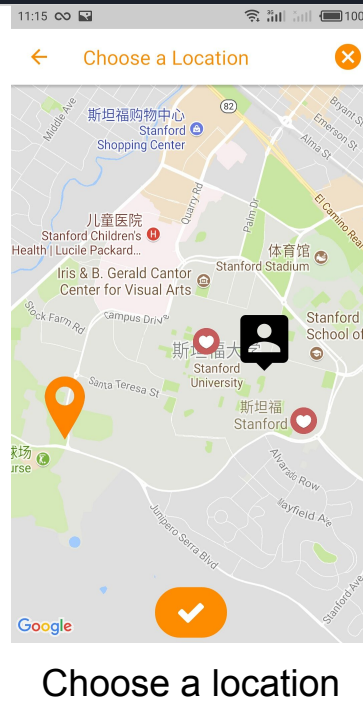
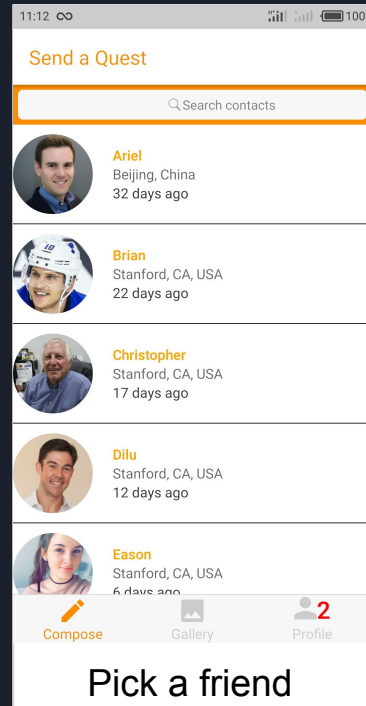


Current State - UI Changes

- Add bottom navigation bar
- Add relevant information to top of AR navigation screen
- Enforce color consistency
- User's favourite location with a friend

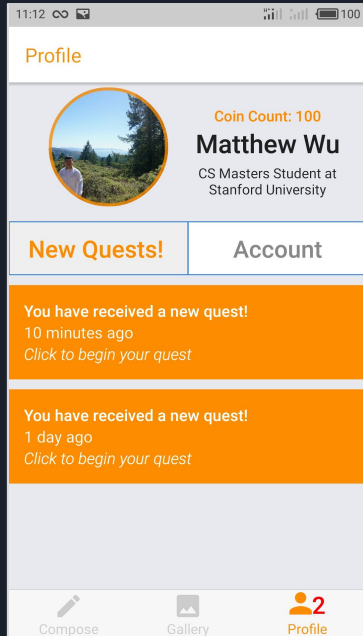
Task 1: Design a Quest and Send (Medium)

Since our app is built on communication with friends, it is important for one person to be able to send a “Quest” to another.

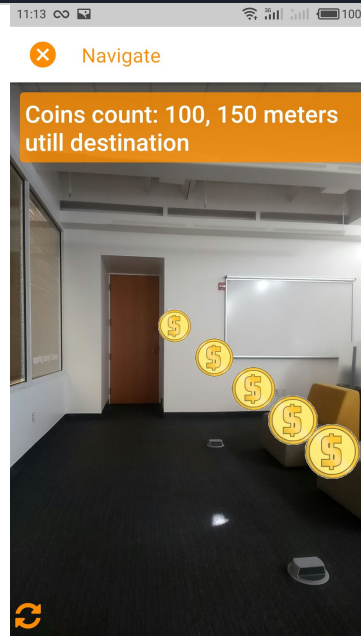


Task 2: Navigate to a Location (Hard)

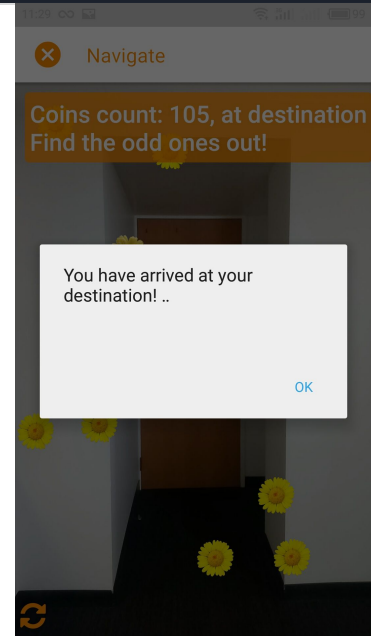
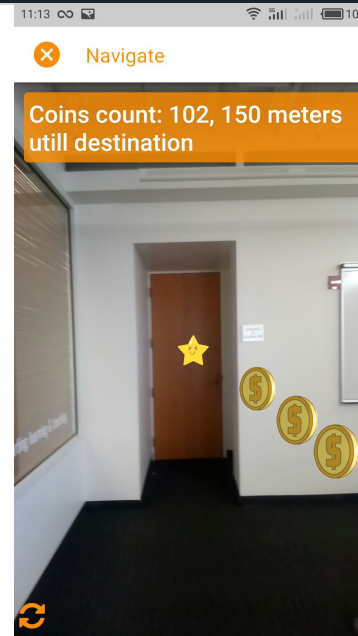
Once a message has been left, the receiver of the quest needs to navigate to the location. Our approach heavily uses augmented reality.



Start a Quest



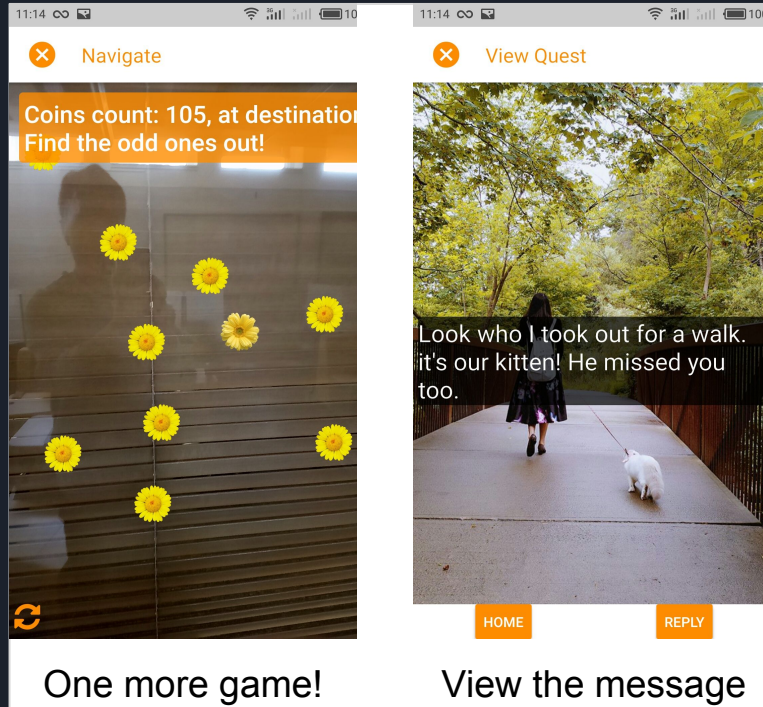
Navigate to destination in AR game



Arrive!

Task 3: Open a Message/Gift (Easy)

The final part of our app is opening the message itself, rewarding the receiver for her journey.



One more game!

View the message



Demo Time



What's Next?!



Real AR and Server

- Real AR navigation game: fun and smooth
- Real AR message opening game (maybe)
- Real Server enabling user registration, contacts management, game data management, etc



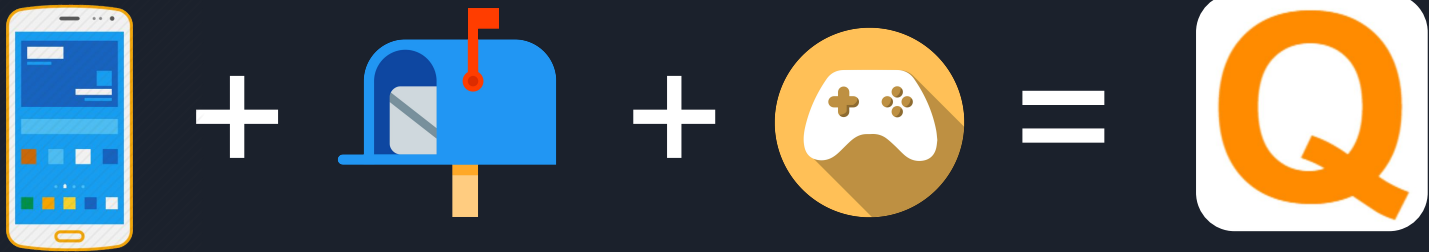
More features

- Map interface provides “safe region” or “playground” coloration to guide/restrict AR game design
- More formats of secret “message”: gift card, money transfer, etc
- Real-time game feedback to sender, allows sender to monitor and possibly adjust the game, i.e. drop some hints
- Many more

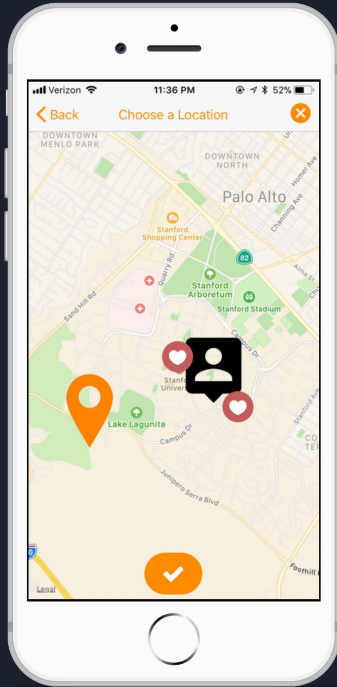


In conclusion...

Quest promotes meaningful communication through delayed gratification and highly engaging mode of interaction.



Q & A



Download Expo and scan the QR code to run the High-fi prototype of Quest!