

use their hands to block the sensors for puzzles, clues, sound and narratives to be activated (and vice versa).

4 IMPLEMENTATION AND FUTURE WORK

Curioscape plans to be a standalone board game canvas (platform) where multiple narratives can be played on the board. In *Castle Zombie Catacombs* our next edition, we plan to make the gameplay more adaptive by using physiological measures as a game mechanic. For example, one game mechanic could be heart rate, in which the player's heart rate can change the dynamic of the gameplay. These can include enemies moving faster, slower, or different obstacles and challenges to appear. We plan to explore the replayability of our standalone platform. We hypothesize that Curioscape could have the possibility of eliminating the need for rule books, by making tutorial levels take part in the gameplay. However, we did not perform any research to confirm our hypothesis.

5 CONCLUSION

We designed Curioscape as a collaborative team game with a focus on the idea where players can jump straight into the game without the need for a rule book. We paid attention to intuitive game design elements that builds on existing escape room game design. We found that players enjoy playing our game with just minimal aesthetic design involved and the ability to get players curious is an area we want to continue exploring through our game design choices. Lastly, vibrations on the chair was slightly 'strange' for some players.

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