

# Location-based game to enhance player's experience in survival horror game

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# Purpose

- This paper aims to explore the possibility of implementing location-based game using the smartphone's GPS to enhance the player's experience. (Pokémon?)
- Player supposed to be more aware and familiar with the place they explored during the game. (help to explore new places with fun)

# Method – 1. Preliminary Questionnaire

- 47 participants
- 70.2% male
- 98.9% age 18-22
- 40.4% play games every day over 3 hrs
- All played mobile game, 72.3% played location-based games
- **36.2% are interested in location-based games (GPS issues: internet/accuracy)**
- **35.72% like RPG**
- **82.5% like horror game**

# Method – 2.Game Design & Development

- **Scrum:** “Development with Scrum allows us to quickly explore new ideas and approaches and learn quickly which solution is viable.”
- Game Rules:
  - 1. Enable Global Positioning System and mobile data (or Wi-Fi) on smart phone.
  - 2. Player is lost in a cave and the player should find the exit.
  - 3. Player need to finish several objectives in different game level with 3 lives.
  - 4. Player will encounter ghosts during playing, and the lives can be taken by ghosts
  - 5. Player can find herbs to restore lives.

# Method – The game

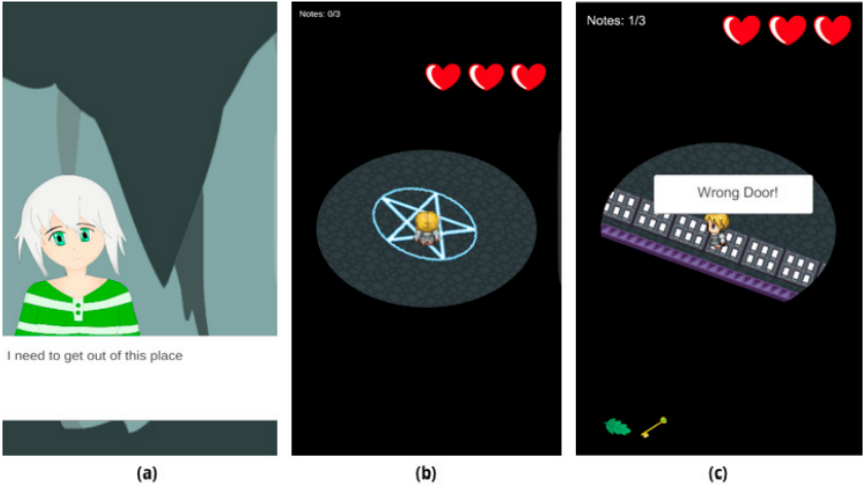


Fig. 2. The Game: (a) Cut Scene, (b) Game Play (c) Opening Door

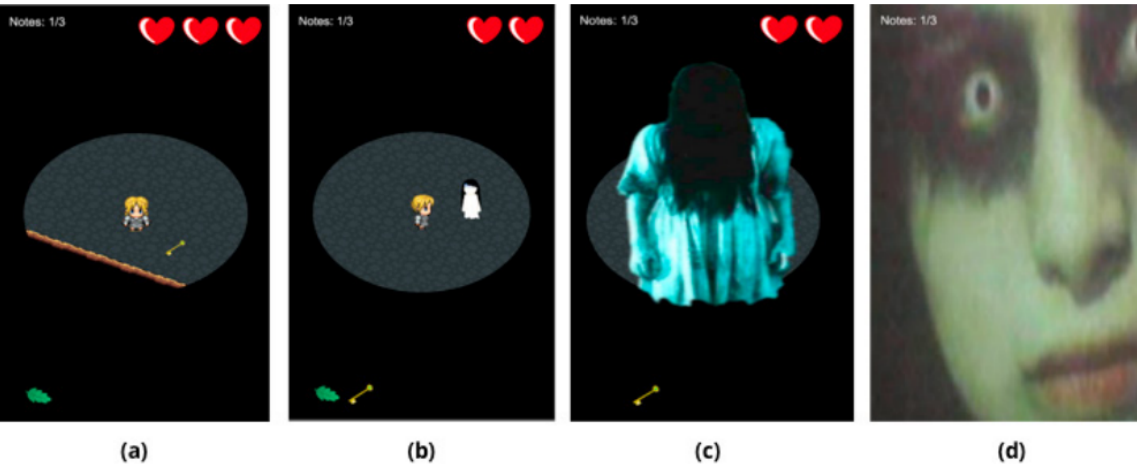
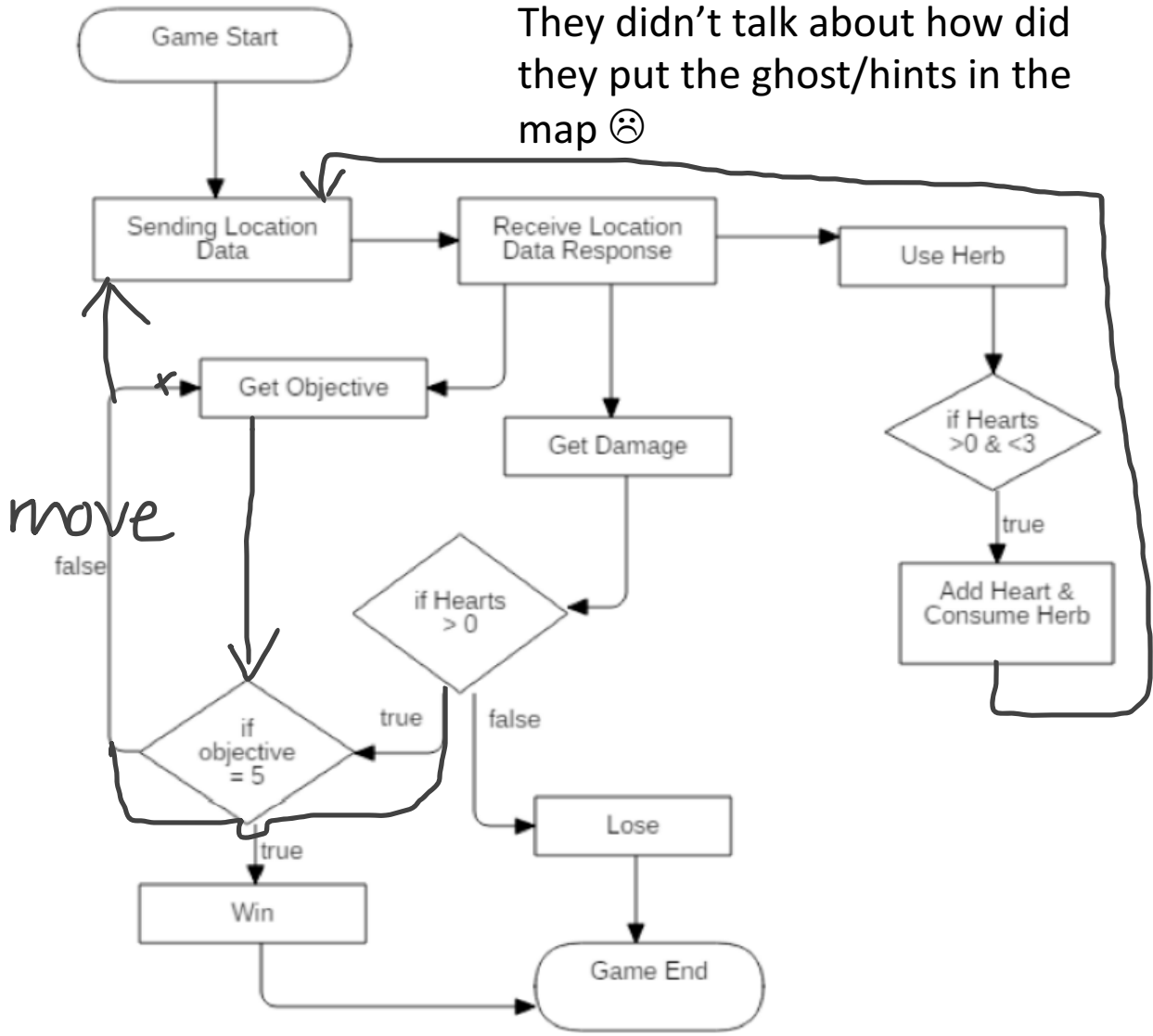


Fig. 3. The Game: (a) Item Found, (b) Ghost Encountered (c) Ghost Touched V. 1 (d) Ghost Touched V. 2

## Campus Survival Algorithm



# Result – Post Questionnaire

Table 1. Post Questionnaire

Question	Range	Percentage
Q1: How scary is the game?	3	46.7%
	2	46.7%
	1	6.6%
Q2: How would you rate the game interface?	3	56.7%
	2	43.3%
	1	0%
Q3: How would you rate the game music?	3	56.7%
	2	43.3%
	1	0%
Q4: Is the game repetitive?	Yes	73.3%
	No	26.7%
Q5: How clear is the game instruction?	3	46.7%
	2	46.7%
	1	6.6%
Q6: How would you rate the performance of the game?	3	50%
	2	50%
	1	0%
Q7: Interesting feature in this game (checkbox)	Experience	43.3%
	Storyline	66.7%
	Music	40%
	Gameplay	40%

30 students from a University in Indonesia  
93.3 male

From Interview:

- Horror elements should be added more and more vivid
- GPS issues: Sometimes off, sometimes not accurate

# Comment by myself

- If they like to build a location-based game, why not treasure searching game.
- And it can some how keep player's health with this method.
- If it has to a horror game, better have a ghost chasing situation that require player run away with certain speed.
- Exploring places with horror game, will that leave a bad memory?

Thanks for listening