AROUND THE WORLD GAME

Command to Enter Game Mode

An Activation Phrase like:
“Xavier, where in the world are you?”

Some acknowledgment that game mode has been entered.

Could be:
A light effect and Sound Effect.
First Use would trigger an introduction and instructions by the voice character.

Introduction:
As an artificial intelligence, I can go anywhere. Anywhere there’s a computer, that is. So every day I visit a different part of this wonderful world. Just ask “Xavier, where in the world are you?” and I’ll give you a clue. Say “I need help.” and I’ll give you another. Then you can guess where I’m at and learn a little more about the planet we all call home.

Device Presents Initial Clue.

Example:
“Today I've joinged a tour group climbing the most famous structure in Europe. This spire is the symbol of Paris…even more than mimes or those long loaves of bread.”
(See Spreadsheet for more.)

User goes directly to guess.

User Asks for help:

A Set activation word like:
“I need some help.”
“Help me.”
Or a prompt triggered after a few seconds without any response:
“For a clue, say ‘help me.’”

Device provides a clue.

Examples:
“This tower was built for the 1889 World's Fair and named after the engineer who designed it.”
(See Spreadsheet for more.)

User Guesses the location.

Right Answer:
“The Eiffel Tower.”
(Or logical variations of this.)

Correct Response:
“Great job. That’s right.”
“That’s correct.”
“You got it.”

Wrong Answer:
“The Arc de Triomphe.”
(Or anything not included in the list of logical answers.)

Wrong Response:
“Sorry, that’s not it.”
“This was a hard one.”

Ending Fun Fact:
“The Eiffel Tower was designed and built by Gustave Eiffel's engineering company. It was originally intended as a symbol for the 1889 World's Fair, but quickly became a symbol of all of France. At over a thousand feet tall, it is still the tallest structure in Paris.”

(The ending trivia fact could be interrupted by the user. The system may “learn” over time that the user doesn’t want to hear the trivia fact, and just respond with the answer.)

Game function ends here. This activity offers just the one location per day. If the same user enters the game a second time the device may respond: “I already told you, I’m at the Eiffel Tower.”