

Dragonfly

Story

The player goes on a hunt for coins in the shape of a flying dragon. In the process he crosses different worlds and can complete tasks that generate additional coins.

Feedback

positive feedback	negative feedback
The dragon flies forward	The environment freezes and the dragon can't fly anymore
The energy of the dragon charges up so it can spit fire	The dragon can't charge energy



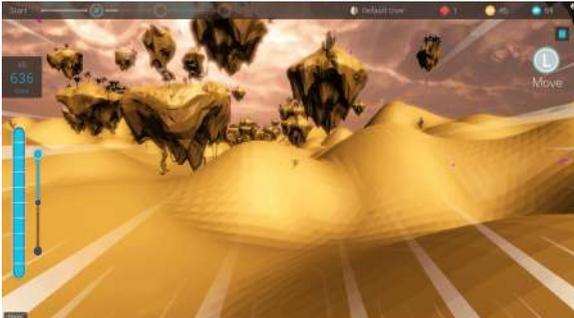
Feedback process

The feedback is displayed to the player through the progress of the game. The progress is linked to the brain- and progress bar.

If the selected factors are in the desired range, the brainbar reflects it directly and without delay by filling up. If the desired factors are not met the brainbar reflects this by dropping until it is finally empty.

If the brainbar is filled up to the top, the player is rewarded with a maximum event.

The progress bar on the other hand is linked to the brainbar. If the brainbar is in the positive range for a selected period of time, this success also builds up in the progressbar. If the progress bar is filled up to the top, the player is rewarded with a special event. Something similar happens if the brainbar slips into the negative range for a longer period of time. The progress bar fills up in the negative range until again a special event informs the player.

positive special event	negative special event
<p>The dragon discharges its accumulated energy and flies very fast for a short period of time</p>	<p>The dragon freezes, being surrounded by a block of ice</p>
	

Application | Combination | Typical reactions

This game is particularly well suited for children from the age of 8 and upwards. As part of the training it can serve as an incentive/reward after a calmer game, be used as an exciting introduction or simply be seen as an intermediate component. The optimal game duration is approximately 10 minutes. The constantly changing environment as well as the tasks generated for the dragon in constant intervals, serve as additional stimuli and distractions for the patient. Especially for younger patients as well as patients with increased impulsivity this game can be challenging, as there is no official end/goal and is therefore a matter of patience.

An added difficulty may be the handling of the controller for some patients, since a connection between cognitive and motor skills is required. However, this additional component also brings benefits. For example, people who struggle with motor restlessness find it easier to become calmer when their hands are busy.

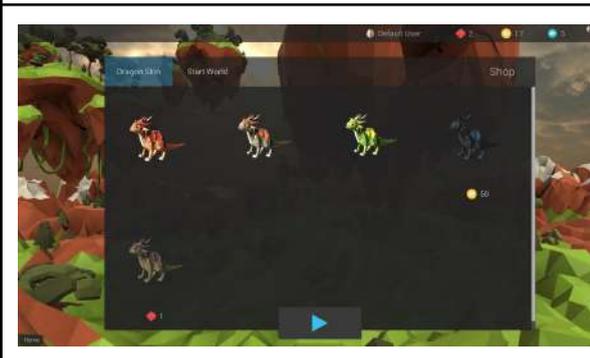
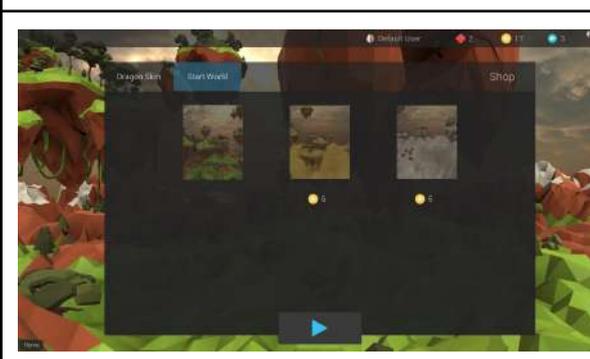
Patients, who have difficulty using the controller, may experience an increased occurrence of muscle artifacts.

Dragonfly can also be combined with listening to music. However music can impair the ability to concentrate and thus make the game more difficult.

Recommended duration	When in training	Controller needed	Combination with other feedback
10 Min	Start/First half	Yes	Music (possible but not necessarily)

Gameplay | Shop | Upgrade

In the course of the game the dragon flies into different landscapes. Coins can be collected during the game, which in turn can be used to buy new dragons and therefore change the game character.

	<p>Coin currency 100 blue coins = 1 golden coin 100 golden coins = 1 ruby</p>
	<p>Store - Dragon Skin New characters can be unlocked with the coins.</p>
	<p>Store - Start World New start worlds can also be purchased with the coins.</p>
 <p>Progress bar In order to advance on the progress bar, various tasks must be completed. For example, coins must be collected or the dragon has to fly through rings of fire.</p>	

Philosophy | Background

In Dragonfly the player should learn on one hand to keep calm even if being presented with many different external stimuli. On the other hand the aim is to not let your mind drift away despite the constant challenge and to set your own goals.