

# Challenge Types



## AR Picker

All answers appear to be floating by in the player's field of view and the player must select the correct answers in an Augmented Reality game.



## AR Catch

The player looks around the real world for moving virtual objects, and then launches another virtual object to catch them.



## AR Sorter

Players interact with Augmented Reality objects and then sort them into categories by moving them into the appropriate container. See [example](#).



## AR Sequencer

Players interact with real-world objects in Augmented Reality and place them into the correct order.



## Color Picker

The player cycles through a series of pre-set colors for specific pieces of an image to correctly color in the image.



## Sound Matcher

Players try to match the correct image with the correct sound effect to answer the question.



## Detective

Create a question or provide a statement where the player must fill-in-the-blank(s) on their device to answer the question or complete the statement.



## Player Response

Allows players to take a photo or enter text in response to an open-ended question.



## Image Checklist

A multiple-choice question with one or more correct image-based answers.



## Text Checklist

A multiple-choice question with one or more correct text-based answers.



## Image 50/50

The player has to pick the best possible answer between two image-based choices. Multiple questions allowed per Challenge.



## Text 50/50

The player has to pick the best possible answer between two text-based choices. Multiple questions allowed per Challenge.