

Challenge Types



AR Catch

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



Original AR Catch

The player looks around the real world for moving virtual objects, and then launches another virtual object to catch them. Does not have access to AR Library.



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 Sequencer

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



AR Sorter

Players interact with augmented reality objects and then sort them into categories by moving them into the appropriate container.



Color Picker

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



Detective

A Mission Manager creates a question or provides a statement, and the player needs to fill-in-the-blank(s) on their device to answer the question or complete the statement.



Image 50/50

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



Image Checklist

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



Player Response

Allows players to take a photo or enter text in response to a question.



Presentation

Players page through sections of text, images, and sounds.



Sound Matcher

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



Text 50/50

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



Text Checklist

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