

PAVEGEN SOFTWARE TEMPLATES

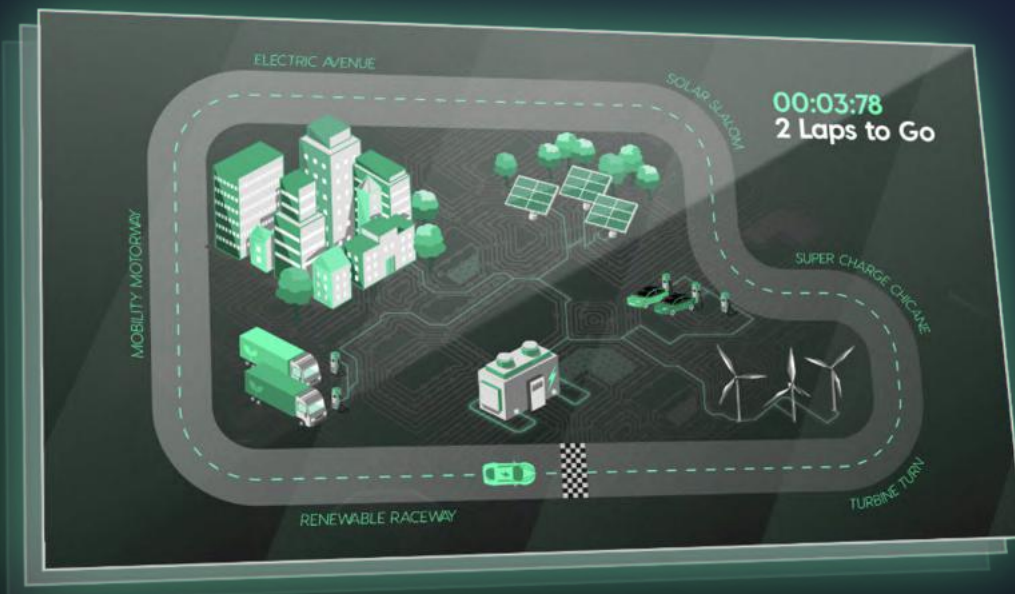
GAMIFIED EXPERIENCES

LONG FORM STORY TELLING

Bring your story to life with a highly customisable and interactive game. Our templates make custom game development effortless, without compromising your creative ambition.

TEMPLATES

4 CATEGORIES



RACING GAME



ENERGY CHALLENGE

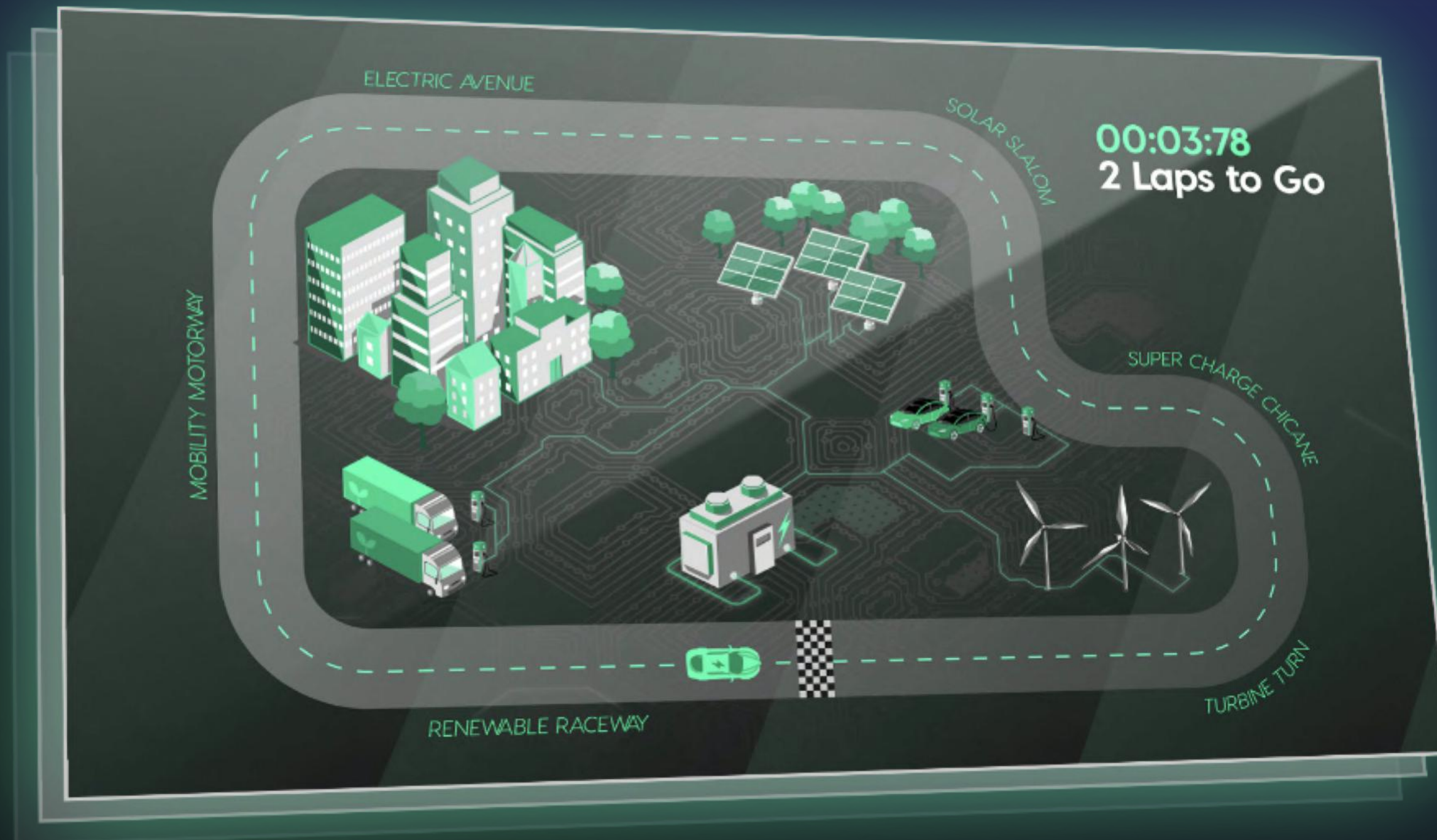


SPEED RAMPING



REACTION TIME

RACING GAME



OVERVIEW:

Teams race against the clock to generate as much energy as possible before time runs out. The faster you step, the faster the avatar travels around the track.

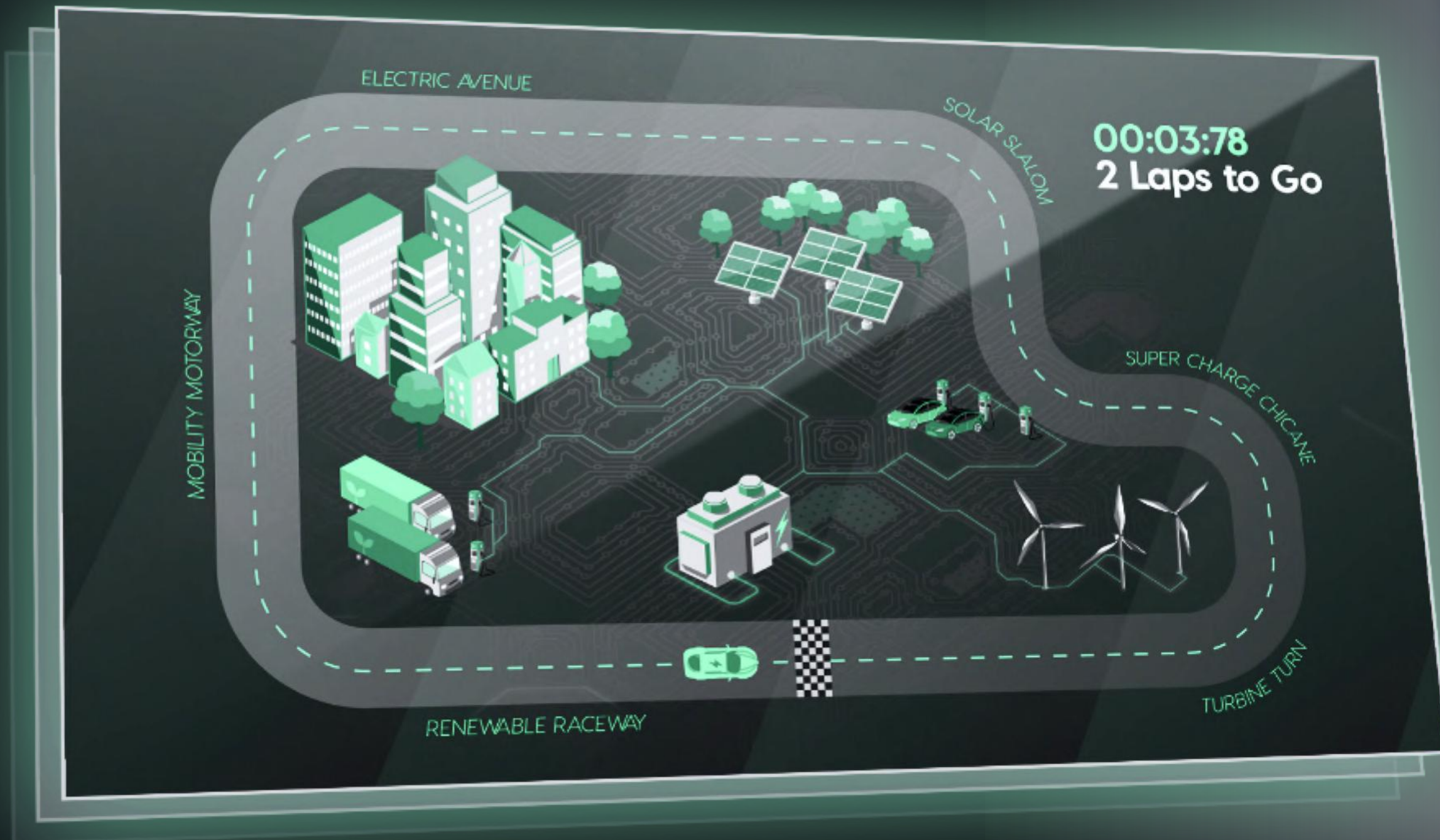
Collect tokens along the way that add time to the clock and highlight important aspects of your story.

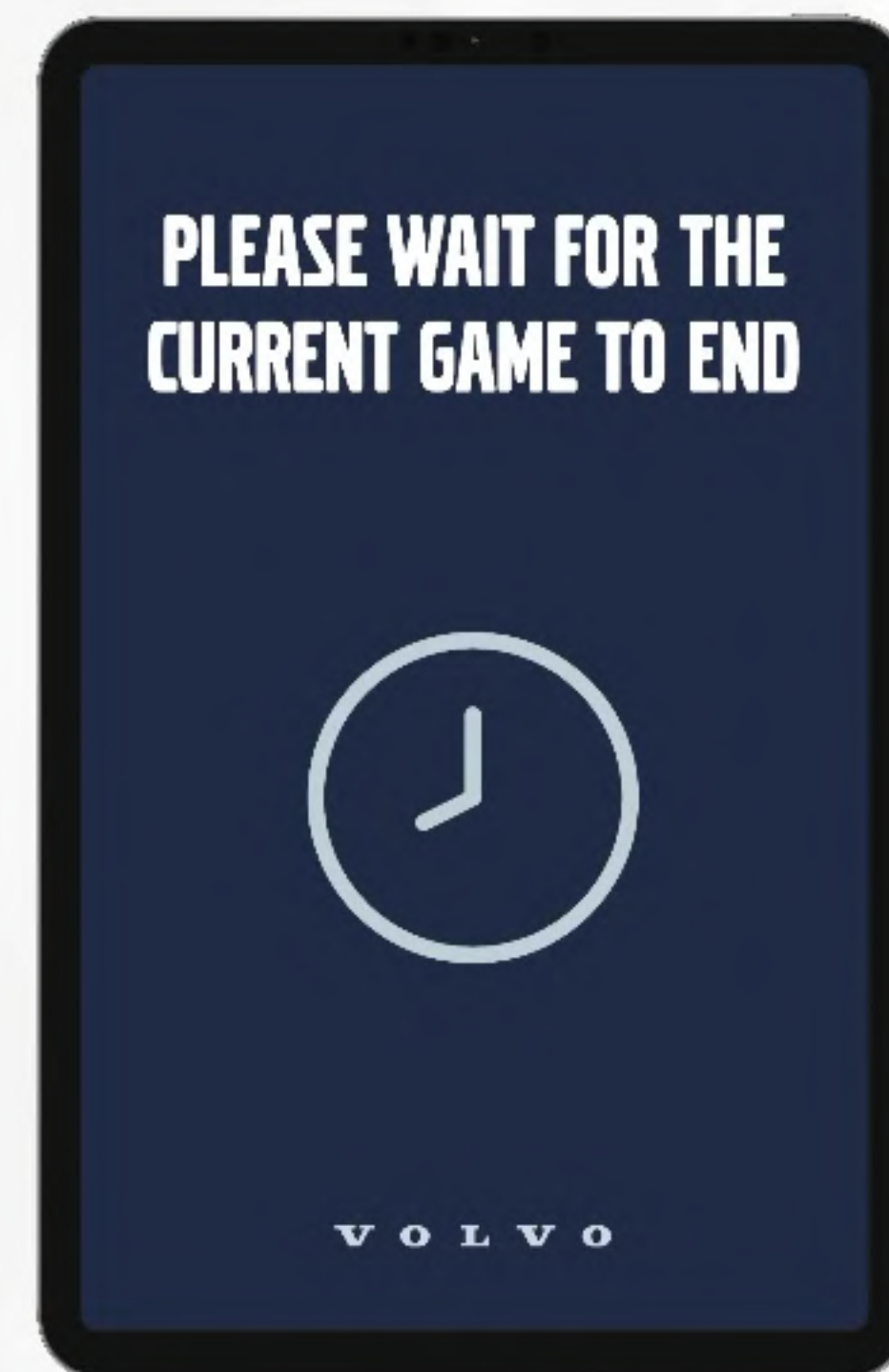
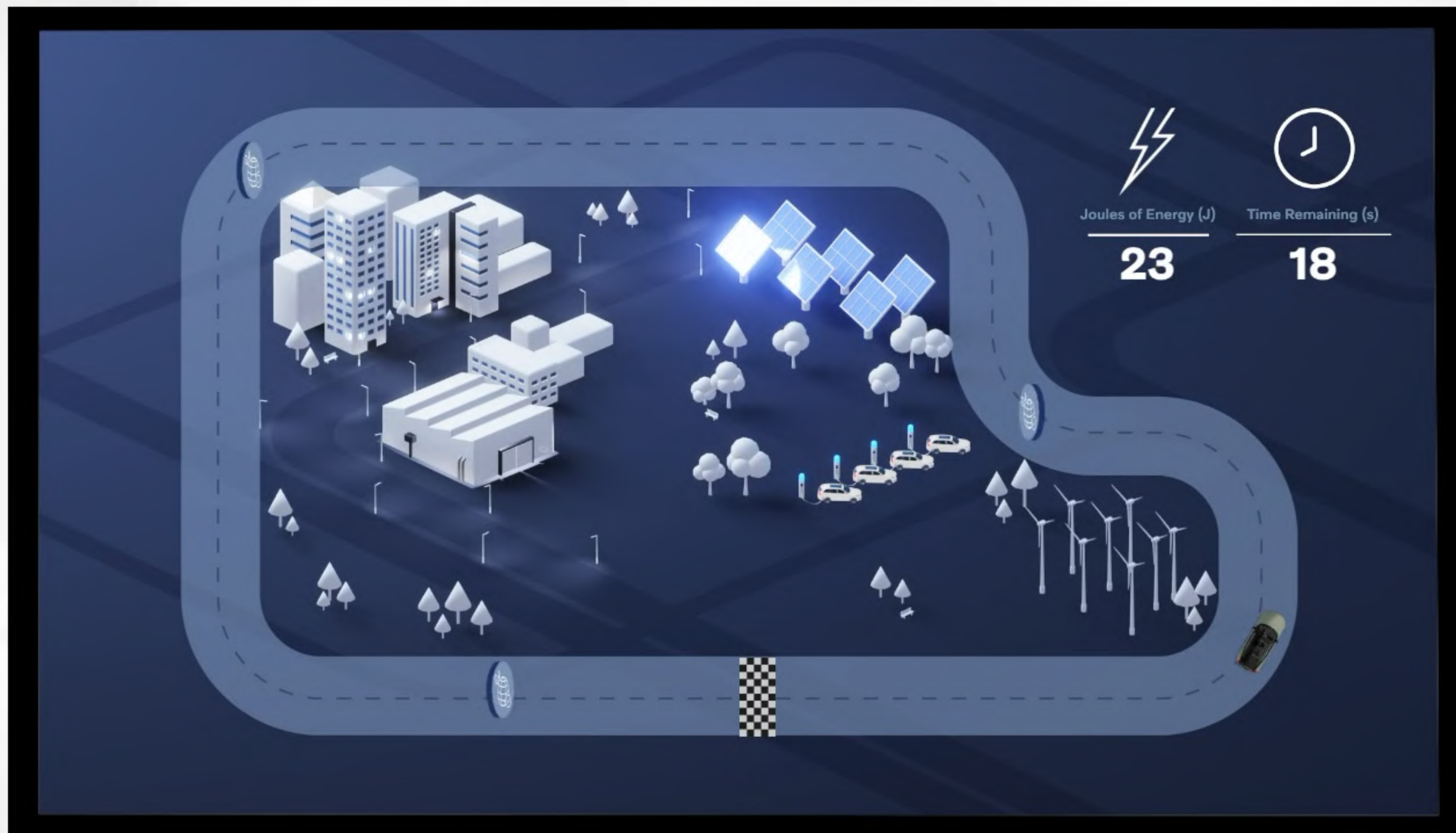
CUSTOMISE:

- Background
- Vehicle
- Branding - colours, logos, Font
- messaging

RACING GAME

EXAMPLE RESKIN - VOLVO





PAVEGEN

ENERGY CHALLENGE - 1 PLAYER



OVERVIEW:

Generate as much energy as you can before time runs out. The faster you move, the more the screen comes to life.

CUSTOMISE:

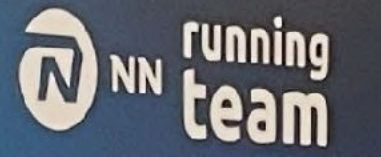
- Background
- Responsive asset
- Branding - colours, logos, Font
- messaging

ENERGY CHALLENGE - 1 PLAYER

Official Health Science and Nutrition Partner
of the Real Madrid Football Club

REACH YOUR PEAK

GO UP AGAINST THE WORLD'S FASTEST
MARATHON RUNNERS & ELITE FOOTBALL PLAYERS
TO COMPARE YOUR PERFORMANCE



Official Health Partner
of the NN Running Team



PAVEGEN

Energy Generated
1,234J



16

KEEP IN THE PACE




3 SECONDS
2.2 STEPS

KEEP IN THE PACE



3 SECONDS
4.2 STEPS

Are you ready for it now? >>



21
seconds

69 ↑
Speed

61 ↑
Agility

66 →
Endurance

SIEMENS

Game queue
Currently playing:
Jane

Number	Username
01	Empty Player Slot
02	Empty Player Slot
03	Empty Player Slot
04	Empty Player Slot

Add a new player

ENERGY CHALLENGE - 2 PLAYER



OVERVIEW:

Teams compete to generate as much energy as they can before time runs out. The faster you move, the more the screen comes to life.

CUSTOMISE:

- Background
- Responsive asset
- Branding - colours, logos, Font
- messaging

ENERGY CHALLENGE - 2 PLAYER

PAVEGEN

Left Team

Right Team

16

Energy Generated
1,234J

Energy Generated
1,234J

andel

Dans til tonerne af
Fra i år kører scenerne på
via vores datterselskab
som en del af et 5 år.
andel.dk/

andel



Din samlede energi genereret

25.021j

Det giver energi nok til...



63,162 sekunders lys
fra en LED-pære



0.21 KM kørt i
en elbil



12 timers strøm
på en mobil

SPEED RAMPING - 1 PLAYER



OVERVIEW:

Control the speed of an asset on screen using the live power from your audience. For example, the faster your audience jump, the faster the rocket travels. This template is highly customisable and enables you to create a dynamic and immersive story with ease.

CUSTOMISE:

- Responsive high frame rate asset
- Dynamic Icons
- Branding - colours, logos, Font
- messaging

SPEED RAMPING - 1 PLAYER

PAVEGEN

Team A

16

30 Watts

30 Joules

Ford

00:16:53

26 mph

How much energy can you capture?

DECELERATING

PAVEGEN

Your footsteps power these lights



00:28:10



27 mph



DECELERATING



GAME QUEUE

CURRENTLY PLAYING
JOHN

#	QUEUE	SKIP
1		X
2		X
3		X
4		X

+ ADD A PLAYER

SPEED RAMPING - 2 PLAYER

OVERVIEW:

2 teams compete to generate as much energy as possible before time runs out. The faster each team moves, the faster the assets on screen respond to their actions. This template is highly customisable and enables you to create a dynamic and immersive story with ease.

CUSTOMISE:

- Responsive high frame rate asset
- Dynamic Icons
- Branding - colours, logos, Font
- messaging



SPEED RAMPING - 2 PLAYER



لاتيفا
LATIFA

MISSION CUT OFF:
T - 00:00:30.99

راشد
RASHID

ALTITUDE (KM)
6,378

INNER VAN ALLEN BELT
KM - 1,600-13,000



CREW:
LATIFA

POWER (WATTS) ENERGY CAPTURED (JOULES)
8.20 121

ALTITUDE (KM)
13,876

INNER VAN ALLEN BELT
KM - 1,600-13,000



CREW:
RASHID

POWER (WATTS) ENERGY CAPTURED (JOULES)
0.16 145

REACTION TIME



OVERVIEW:

Users are challenged to test their reaction time by following the on screen instructions. If a user successfully steps in the correct zone, time is added to the clock, enabling them to generate more energy. The aim of the game is to generate as much energy as possible before time runs out.

CUSTOMISE:

- Background video
- Dynamic Icons
- Branding - colours, logos, Font
- messaging

REACTION TIME


PAVEGEN

Jump Left!




00 ENERGY GENERATED (J)

00 TIME REMAINING (S)



14 | Seconds Remaining

Dropshot



140 | Miles Per Hour

14 | Seconds Remaining



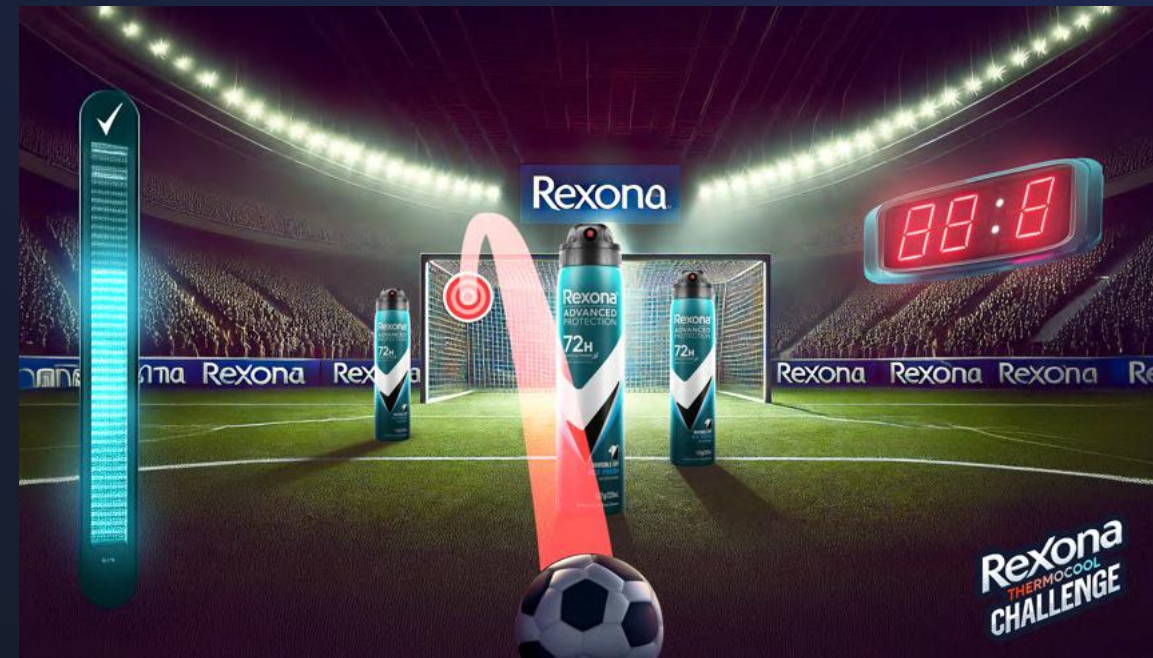


PAVEGEN

NON-STANDARDISED GAME MECHANICS

The penalty shootout challenge

*Requires the 3 input game station



Built with RIVE. Simple boolean operation to define which areas are active and which are obstructed, based on the zone hit, trigger a pre-rendered cut away video

The Endless Runner

*Requires 2+ input game station



Could be achieved in many ways

Spin the wheel

Any input



Trading challenge

*Requires the 2 input game station



Kaluza Mechanic

Spinning plates

*Requires at least 2 inputs



Jump on the corresponding zones to keep the game active.

Whackamole

*Requires 3+ Inputs



Jump on the corresponding zones to keep the game active.

PAVEGEN



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