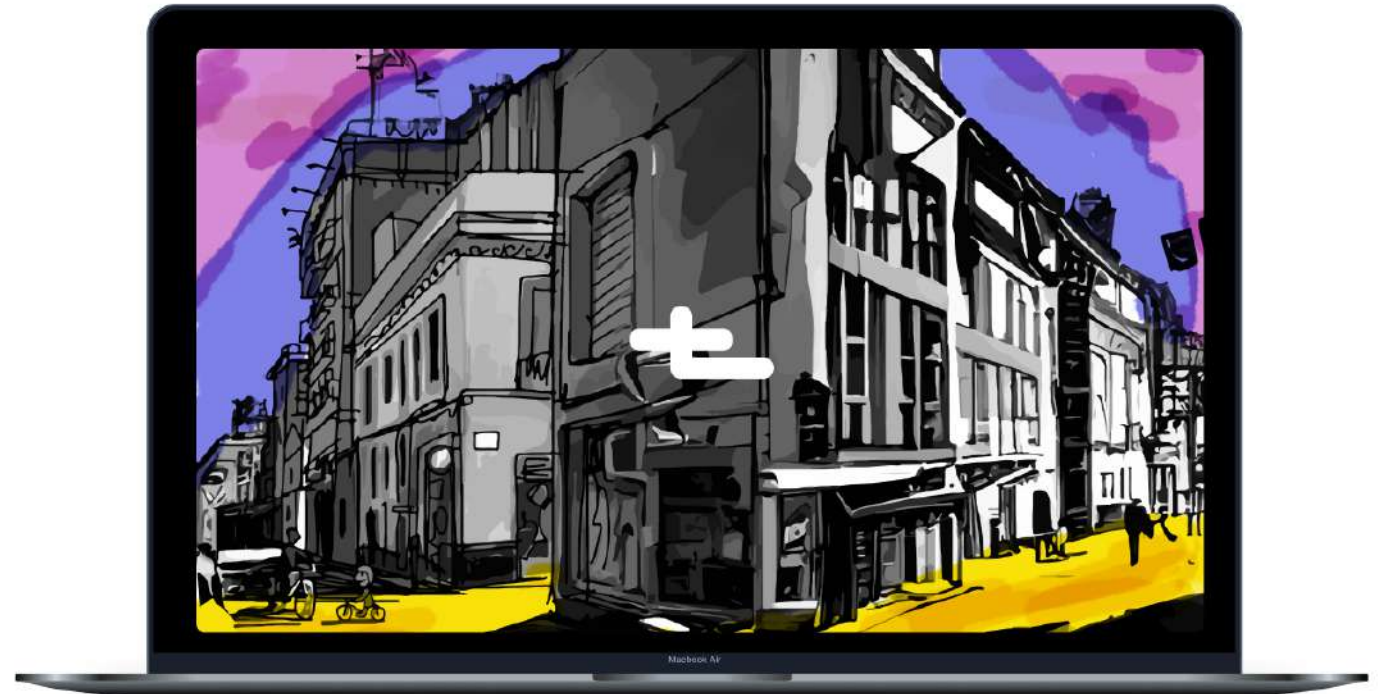


Look Inside the game

# Design Concept



Tryst provides a gamified and engaging way to assess compatibility in a metaverse dating app. By navigating challenges together and making decisions that mirror real-life partnership dynamics, users can showcase their abilities to communicate, collaborate, and connect on a deeper level. Engaging entirely through voice modulation, Tryst's AI maps your emotional journey, generating prompts tailored to your unique interactions.

# Discover Tryst

Discover Tryst, where gamified compatibility assessment meets the metaverse dating experience. Engage in shared challenges, mirror real-life partnership dynamics, and immerse yourself with AI-facilitated NPCs. Engaging entirely through voice modulation, Tryst's AI maps your emotional journey, generating prompts tailored to your unique interactions. Elevate your connections as you communicate, collaborate, and connect on a profound level. Tryst redefines dating by blending interaction and immersion, offering an exciting journey into meaningful relationships.

# Problem

The younger generation encounters difficulty in establishing authentic connections via online dating platforms.

# Sad State of Affairs

## Primary Research

“From the economic standpoint, they (dating apps) don't really want the users to have a resolution because then they'll lose their user base.”

“They forget how to communicate in person because they have relied on these apps for so long.”

“Maybe I'm not hot enough, not funny enough, or I'm just plain bad at the apps.”

“I've noticed that people on dating apps often have different intentions, and I'd rather invest time in people who are genuinely looking for something meaningful.”

# Secondary research highlights

## Paradox of Choice

Overwhelming options on dating apps can lead to indecision and a feeling of never truly settling on a choice.

## Casual Intentions

A substantial 43% of men admit to using dating apps for casual dating, potentially leading to mismatched intentions.

## Shallow Engagement

The trend towards quick swiping and surface-level interactions undermines the depth needed for true emotional bonds.

## Catfishing Statistics

Shockingly, 27% of online daters report being catfished within a year, highlighting the extent of deceit on dating apps.

## Short Attention Spans

Our generation's tendency towards quick gratification can hinder investing time in cultivating meaningful relationships.

# Goals

- effectively manage the influx of potential matches
- Making dating fun again
- bridge the gap between digital communication and in-person connections



# Kano Analysis

## Performance Requirements

Dynamic gamification mechanics induce sustained engagement and interaction.

Real-time data synchronization ensures seamless toggling between gaming and dating modules.

Augmented reality overlays heighten immersive appeal, amplifying user enthusiasm.

Spatial computing enables interactive gameplay, augmenting novelty and excitement.

## Mandatory Requirements

Core dating goals remain central; gaming element complements without overshadowing.

Rigorous testing assures seamless coexistence of gaming and dating realms.

Matchmaking algorithm incorporates shared gaming interests, enhancing data synergy.

Regulatory compliance safeguards data security across both contexts.



## Indifferent Requirements

Certain users prioritize dating functionality over gaming features.

Segmentation identifies users less impacted by gamification.

Customizable settings accommodate gaming-indifferent users.

Marketing emphasizes app's intrinsic relationship-building prowess.

## Attractive Requirements

Gamified challenges align precisely with compatibility evaluation objectives.

Iterative user feedback refines integration, ensuring smooth engagement.

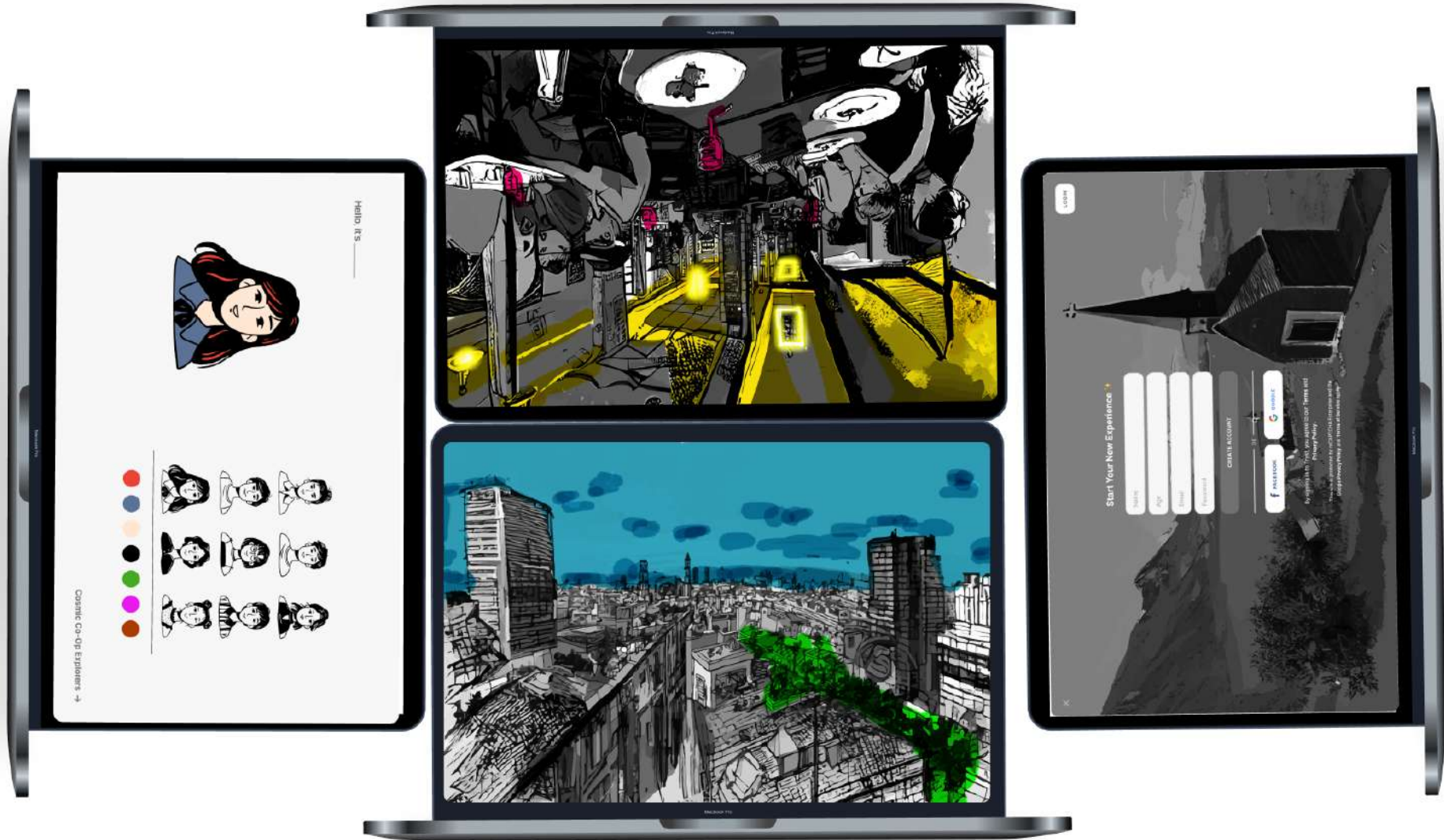
Intuitive UI design facilitates fluid transitions between gaming and dating interfaces.

UX patterns maintain balance, emphasizing core dating functions alongside gaming.

# Opportunity Matrix

How might we's? (Opportunities)	Feasibility	Impact	Priority
Dynamic Gamification	High	High	High
Augmented Reality	Moderate	Moderate	Moderate
Real Time Sync	High	High	High
Spatial Computing	Moderate	High	High
Intuitive UI Design	High	High	High
Aligned Challenges	High	High	High
Balanced UX Patterns	High	High	High
Iterative Feedback	High	High	High
Core Goal Emphasis	High	High	High
Matchmaking Algorithm	Moderate	High	High
Rigorous Testing	High	High	High
Regulatory Compliance	High	High	High
User Segmentation	High	Moderate	High
Customizable Settings	High	High	High
Effective Marketing	High	High	High

- Feasibility assesses how achievable the opportunity or feature is within the project's constraints.
- Impact evaluates the potential positive effect on the project's success and user satisfaction.
- Priority combines feasibility and impact to determine the relative importance of each opportunity.



Virtual game preview, where you explore the environment and ai translated events take place, you play games, and with each win, get to ask questions to the other person.



Welcome to your virtual dating app, Tryst.  
A place to find genuine and meaningful connections. Engaging entirely through voice modulation, Tryst's AI maps your emotional journey, generating prompts tailored to your unique interactions.

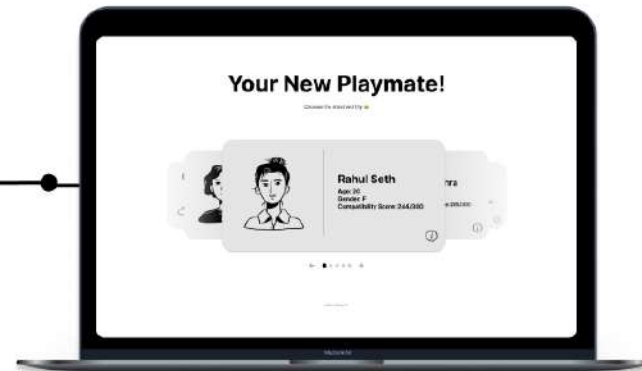


Welcome to Tryst, where inner qualities shine brightest. No more shallow judgments based on looks. Here, appearance takes a back seat. But, we acknowledge the importance of associating a person to an entity. Therefore, we introduced avatars!



The traditional way of swiping and going through each profile on the app and making your own profile going through all those prompts is so cumbersome!  
So we removed the whole process of making a profile and then swiping through endless selection of users.

As users advance, AI analyzes decision patterns, values, collaboration tendencies, and emotional intelligence. Matches are suggested based on aligned attributes, with a Compatibility Quotient report detailing decision styles, values, and communication preferences.



Gone are the days of tedious swiping and profile creation on our app.  
We completely eliminated the need to create a profile and sift through endless user options.  
*Tryst exclusively employs voice chat, fostering trust and seamless emotional communication.*

Users gain deeper insights into potential matches' attributes and their own compatibility.  
AI-driven matchmaking suggests matches based on comprehensive evaluations, moving beyond superficial traits.  
The immersive game experience adds engagement while ensuring accurate and rich compatibility profiles.



The immersive space is a street lined with shops on either side.

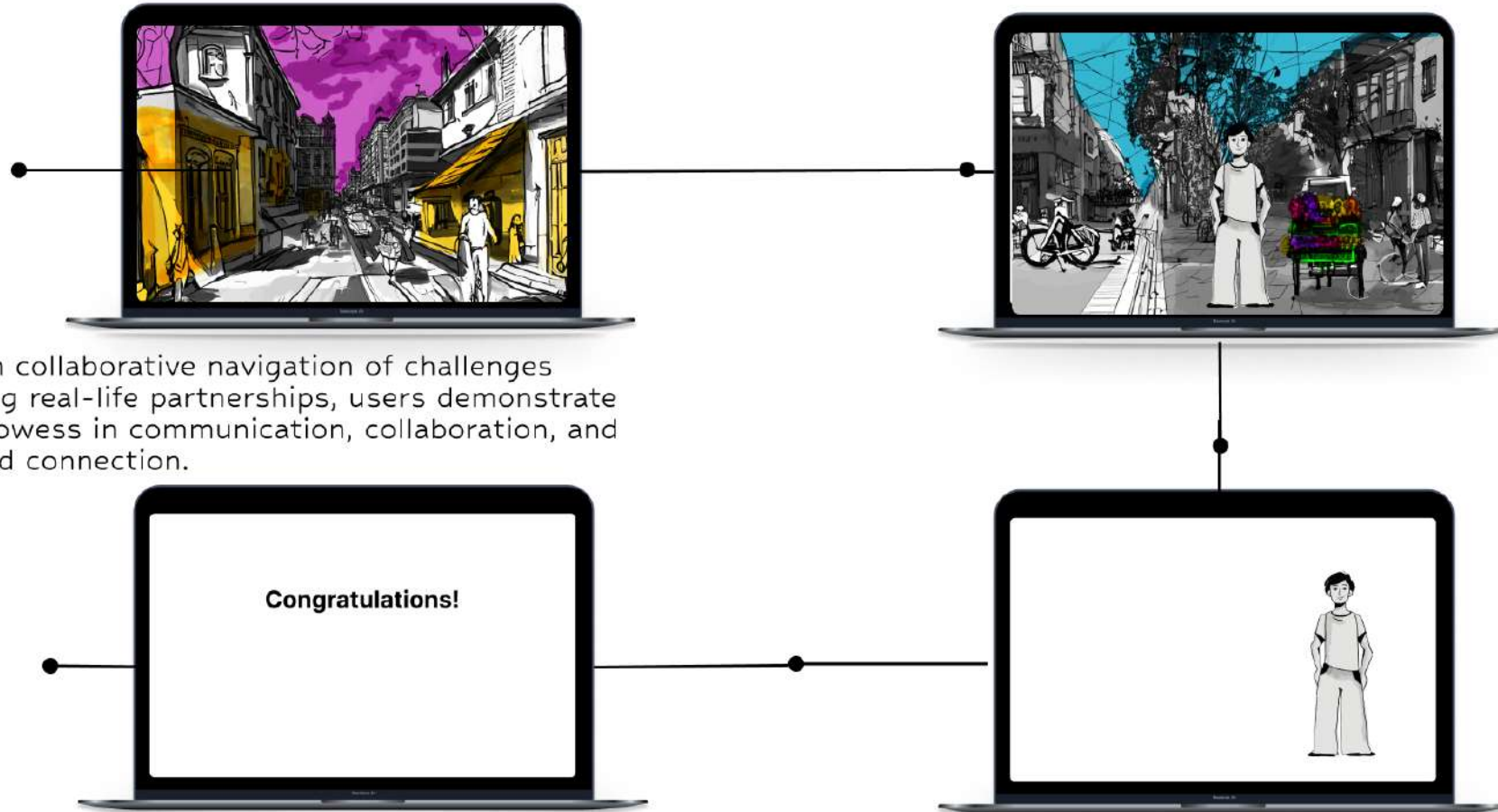


*Tryst exclusively employs voice chat, fostering trust and seamless emotional communication.*

After the user has chosen their match they are spawned into the actual immersive date experience!

The shops are interactive! The players can choose to enter any shop where they are introduced to activities and quests. These quests encourage the users to interact with each others and form a genuine connection.

The users can assess and get to know their match even better by interacting with NPCs!



Through collaborative navigation of challenges mirroring real-life partnerships, users demonstrate their prowess in communication, collaboration, and profound connection.

Upon completing a level, users are rewarded with prompts that encourage deeper conversations. Should a player choose not to continue with a match, they can feasibly exit while providing closure to their match.

Meet Raj, a florist. Your match could engage with Raj to acquire a flower for your virtual date. In a world dominated by phone screens, genuine romantic gestures have faded. This platform offers a chance to rekindle authentic emotions in virtual spaces.



## Future Prospects

- Allowing users to create their own spaces
- Adding weather simulations
- tailor endless unique prompts and suggestive experience
- Inculcating real time weather simulations
- Manoeuvre the application in the direction of bringing people together and removing the solely related to dating.

