# Gameplay Walkthrough

1. **Room Setup:** The study was conducted on the Powerwall display, a custom build composed of 8 monitors under a glass overlay which uses cameras to capture user touch data. The size is a total of 413 x 117cm, with an overall resolution of 7860 X 2160 pixels and a dot pitch of 48 dpi.
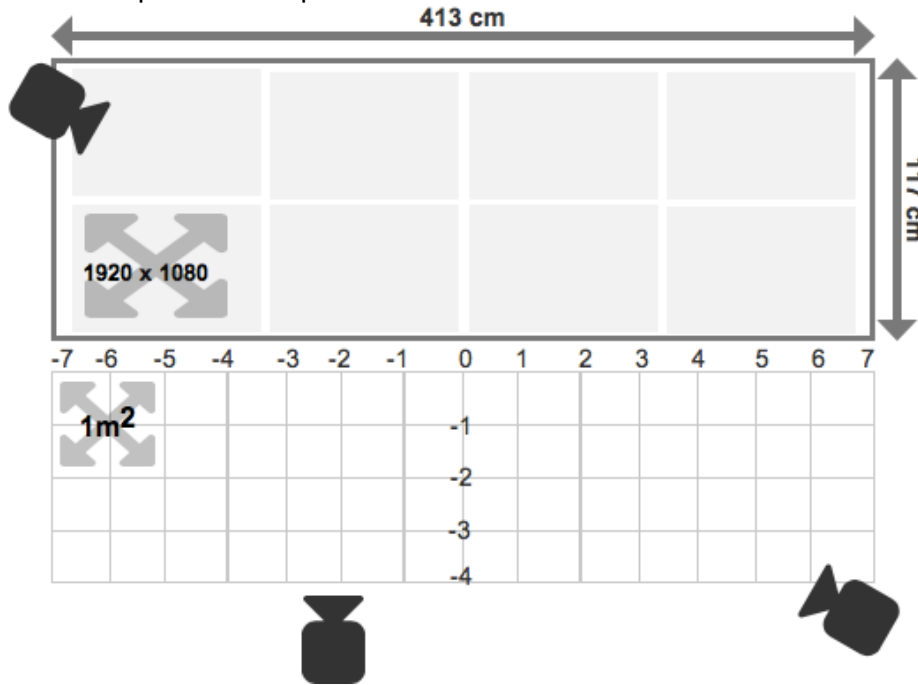
2. **Workspaces**: Participants each get a workspace (spaceship). Workspaces could be fixed (top) or floating (bottom).
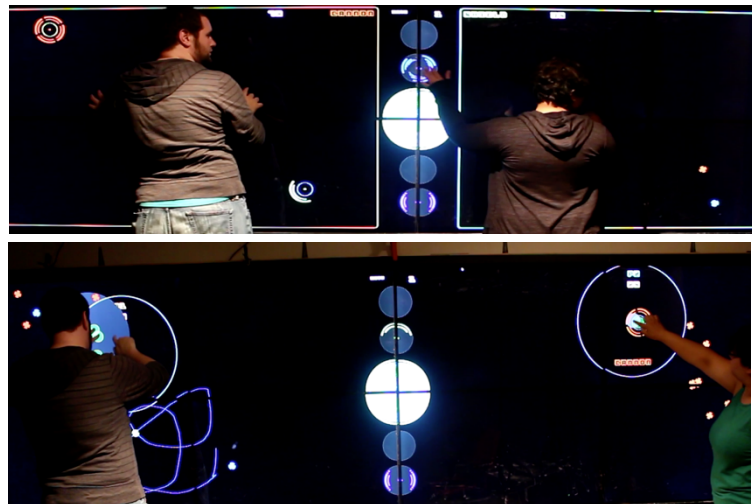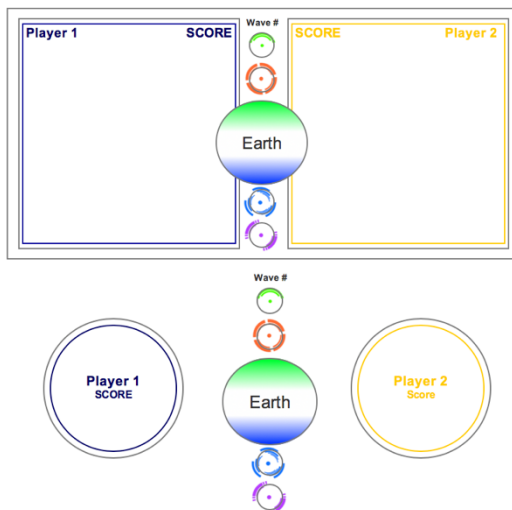
3. **Tools:** The goal of the game is to save Earth enemies that will 'attack'. User's defend the Earth by targeting the enemies using the colour-matched tools. Each tool has a different interaction method. The red tool (Canon) is a direct tapping tool, the blue tool (Black-hole) is a lasso tool, the green tool (Shield) is a drag tool, finally, the purple tool (Magnet) is used to steal weapons by tapping inside the other user's workspace. Tools can be used short-range (within their workspace) or long-range (outside their workspace).

Canon   **Magnet**

Drag   **Lasso**

Short-Range

Canon   **Magnet**

Drag   **Lasso**
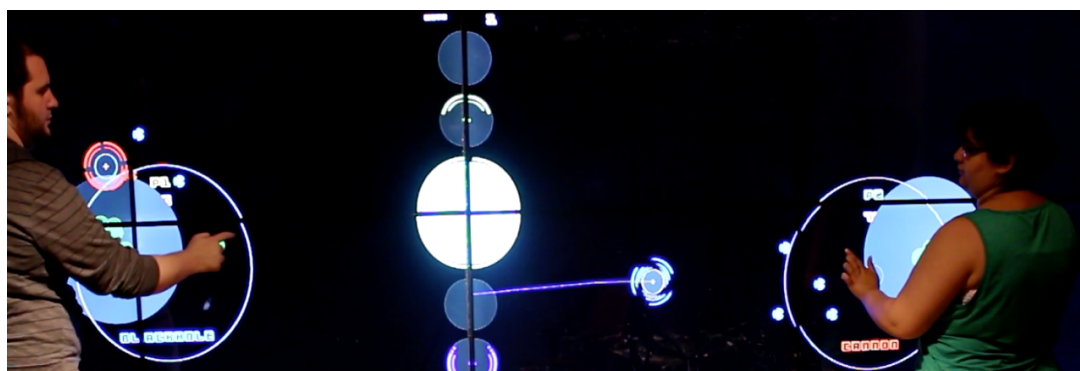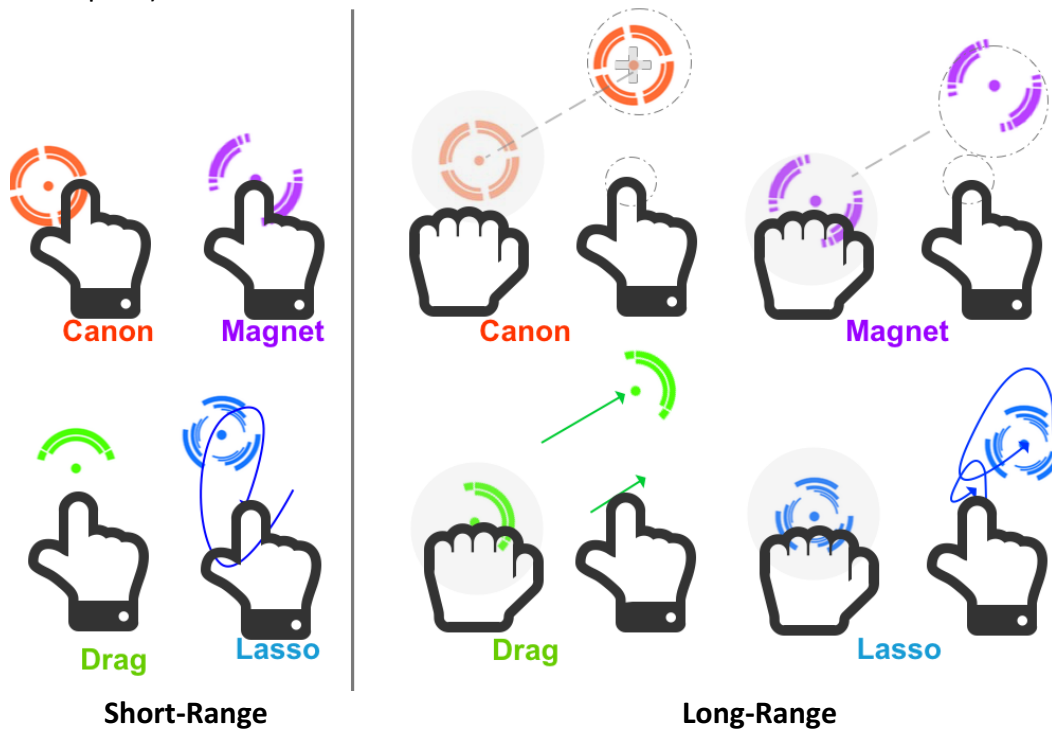
Long-Range

(Above) Player on the left is using the blue Lasso long-range. Player on the right is using the red Canon tool short-range

4. **Competition vs. Cooperative Play**: In competitive condition, individual scores are located on the boarder of the player's workspace. In the cooperative condition, there is a shared score on the Earth. Each enemy is worth +5 points, enemies that hit the Earth are worth -1, scores are not limited. The experimenter will remind participants of their score on breaks.
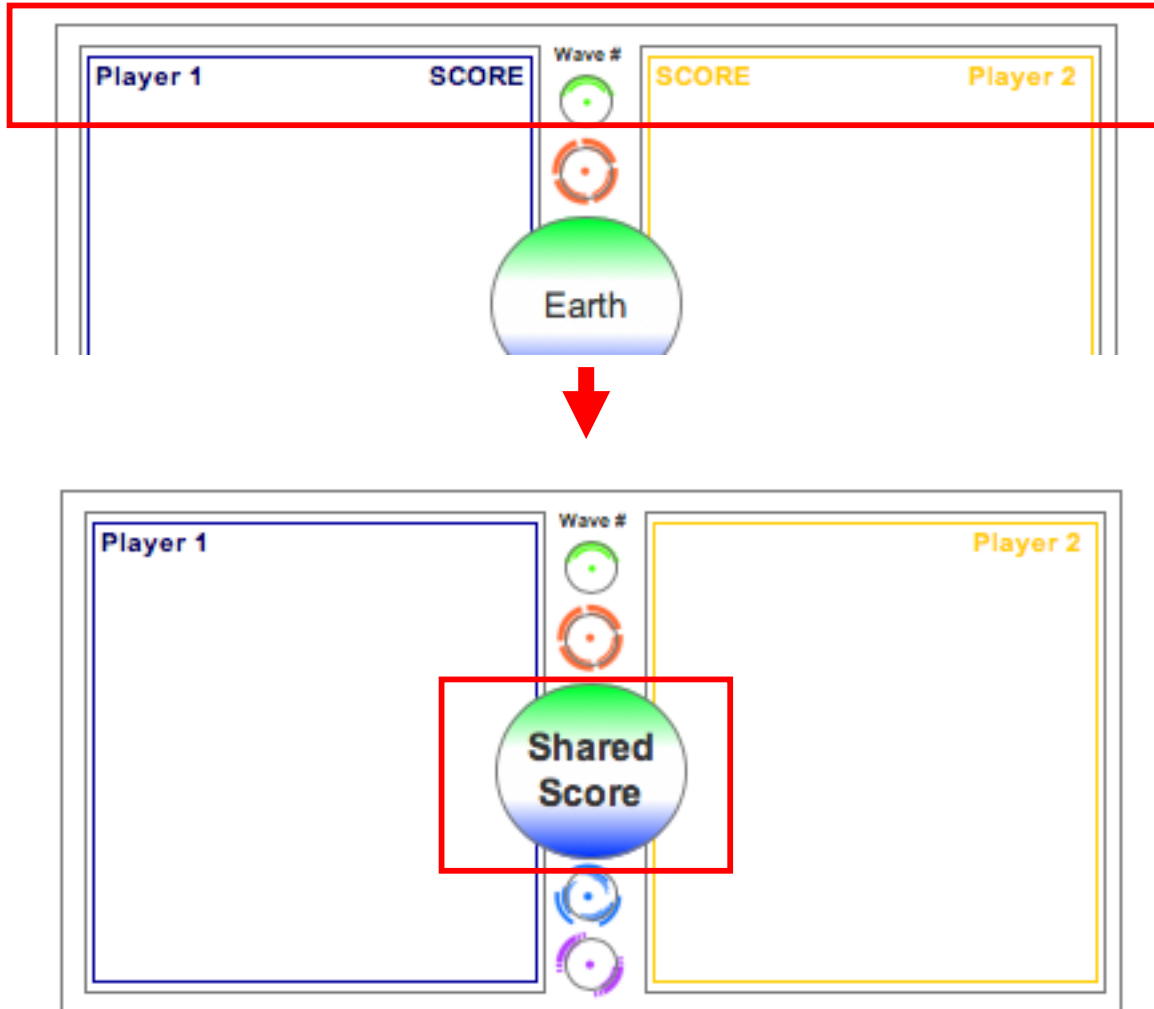
5. **Game Progress**: Enemies come in waves, there is a total of 12 waves with a break in the middle. The game ends when all enemies are defeated.