

# 设计挑战赛

## Design Challenge

设计一件以神话中的生物为灵感的小型实体物件。随着游客将它带往不同城镇，这件物品应能够讲述该神话生物的故事，并通过富有意义的互动，激发游客分享自己的回忆与经历。

Design a small physical object inspired by a mythical creature. As travelers bring it from town to town, the object should tell the creature's story and encourage guests to share memories and experiences through meaningful interactions.

### 关键注意事项:

#### Key Requirements:

- 所有参赛者均需参与故事讲述，故事应紧扣项目主题，并体现参赛者本人在作品创作过程中发挥的作用。
- 将根据个人以及团体表现对参赛者进行评审。
- 欢迎参赛者踊跃创作并讲述引人入胜、富有感染力且适合家庭的故事。
- 请勿在作品的任何部分使用迪士尼IP（知识产权）。
- 请勿在作品中使用基于虚拟现实（VR）、增强现实（AR）或混合现实（MR）的解决方案。
- 不得在参赛作品或方案中使用或包含通过任何人工智能软件、应用程序、系统或技术（包括但不限于豆包、混元、智谱AI、千问、Deepseek、元宝、Kimi、即梦、ChatGPT、Stable Diffusion、Dall-e等工具）创建、生成或处理的任何材料。
- All participants will be required to tell their individual story as it pertains to this project and the role they played in developing the proposal.
- Participants will be judged on both an individual and group basis.
- Participants are encouraged to create and tell a compelling, engaging and family friendly story.
- Do not use Disney IP (Intellectual Property) on any part of the proposal.
- Do not use virtual reality, augmented reality or mixed reality based solutions in the proposal.
- Do not use or include any materials created, generated or processed by any artificial intelligence software, application, system or technology in the entry or proposal. (including, but not limited to tools such as Doubao, Hunyuan, Zhipu-AI, Qwen, Deepseek, Yuanbao, Kimi, Dreamina, ChatGPT, Stable Diffusion, Dall-e etc.)