

TREASURE HUNT

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INTRODUCTION

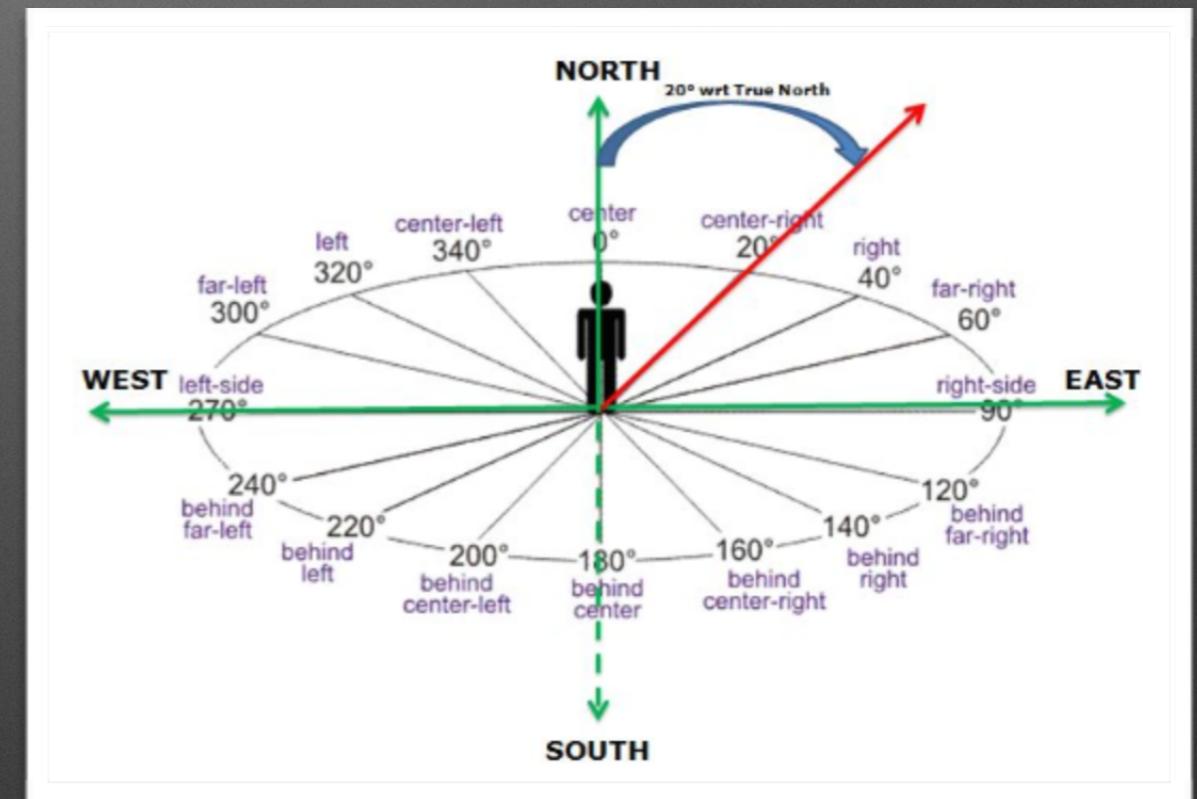
- Multiplayer
- Distributed clue around the city
- Discover next clue by augment reality

TOOL

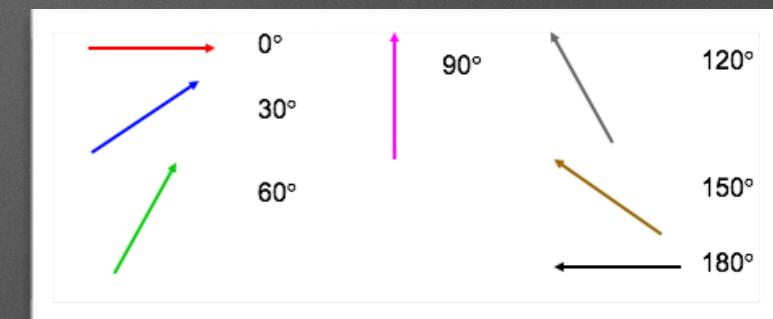
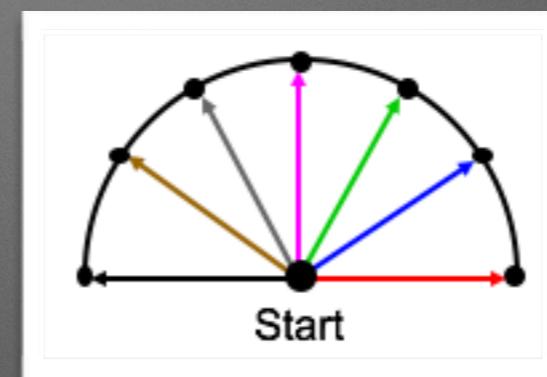
- ANDROID STUDIO 2.0
- SERVER TOMCAT
- MYSQL DataBase

Augment Reality

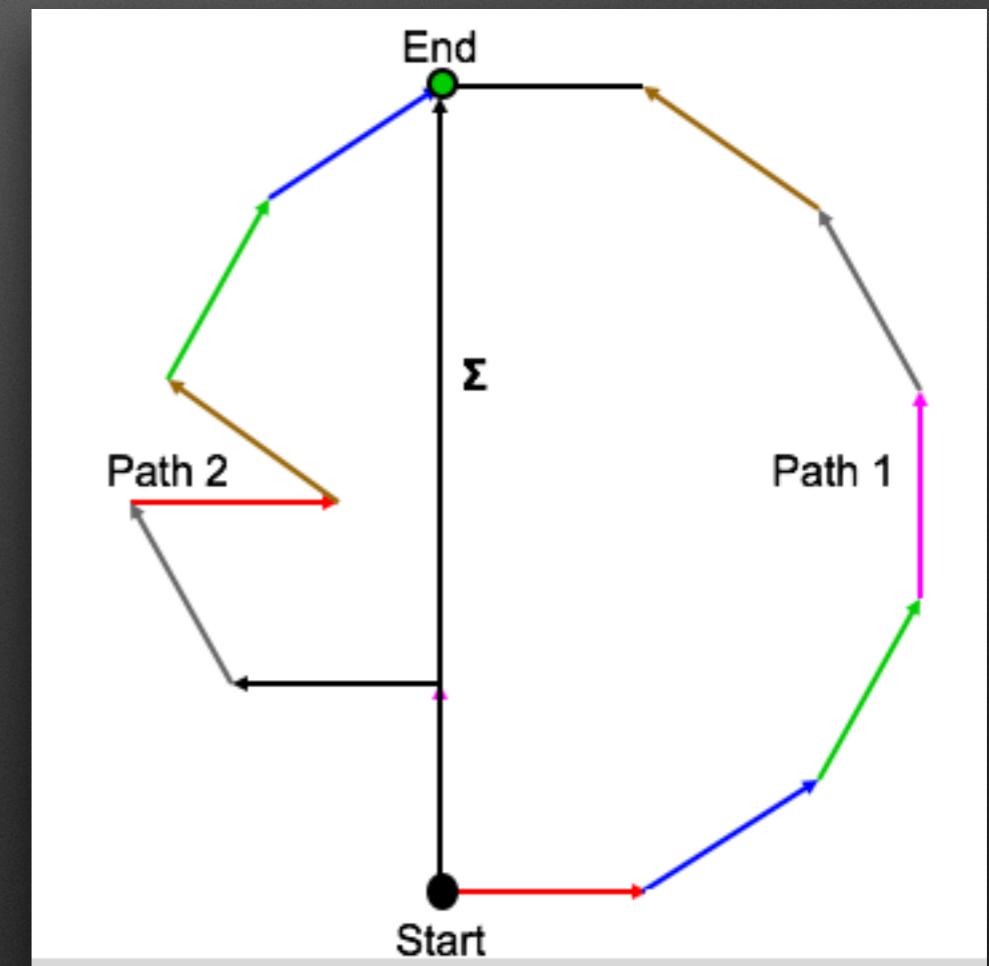
- Augment reality by Azimuth
- Sensors:
 - type_rotation_vector
 - GPS



MULTIPLAYER-MULTIPATH



Each user can has a different path to reach the treasure, but each path has the same distance from start point to end point.

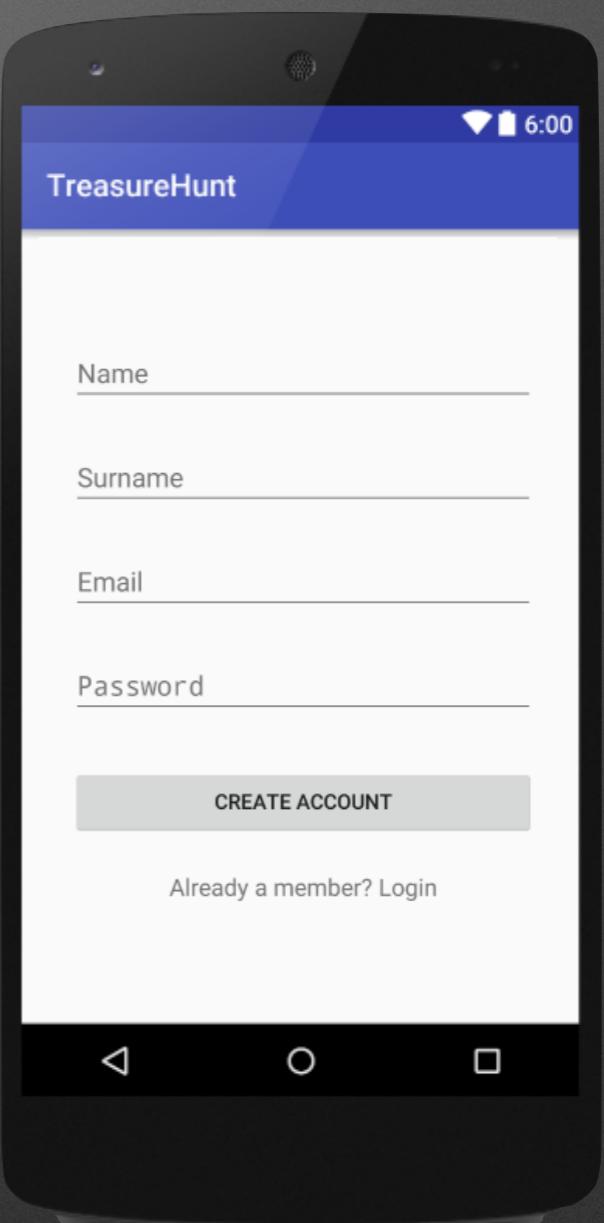
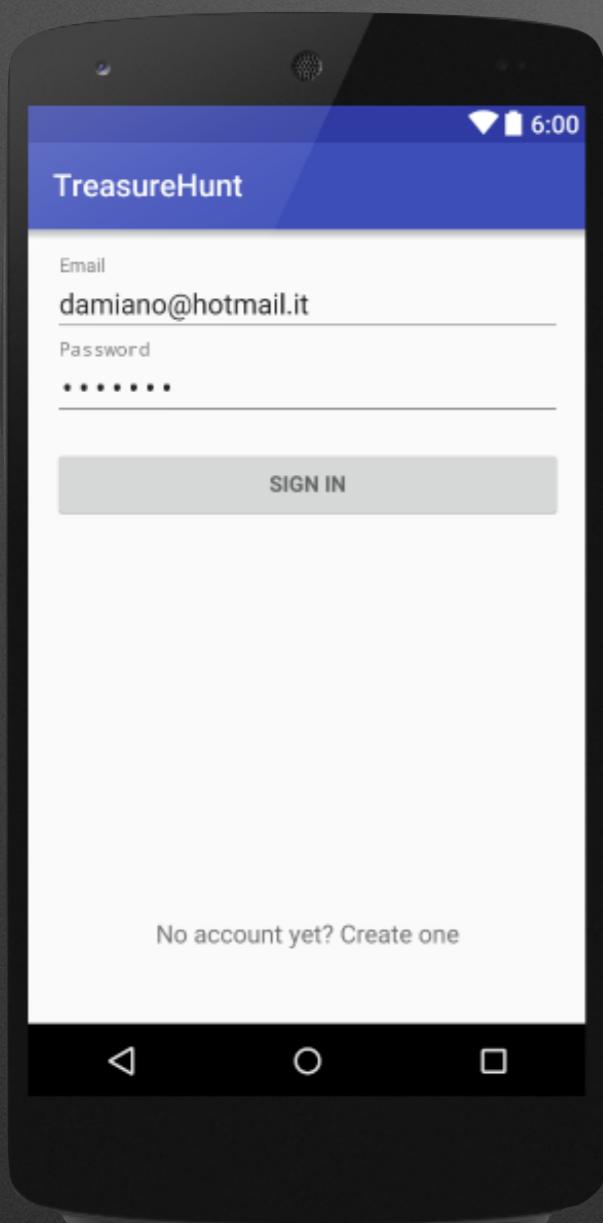


STEP OF A MATCH

- Login or Register the User
- Administrator creates a match in a City
- User accesses in the match and He goes in the start point
- Discover the clue by augment reality
- When the users find the treasure, the server save the User and the position in the DB

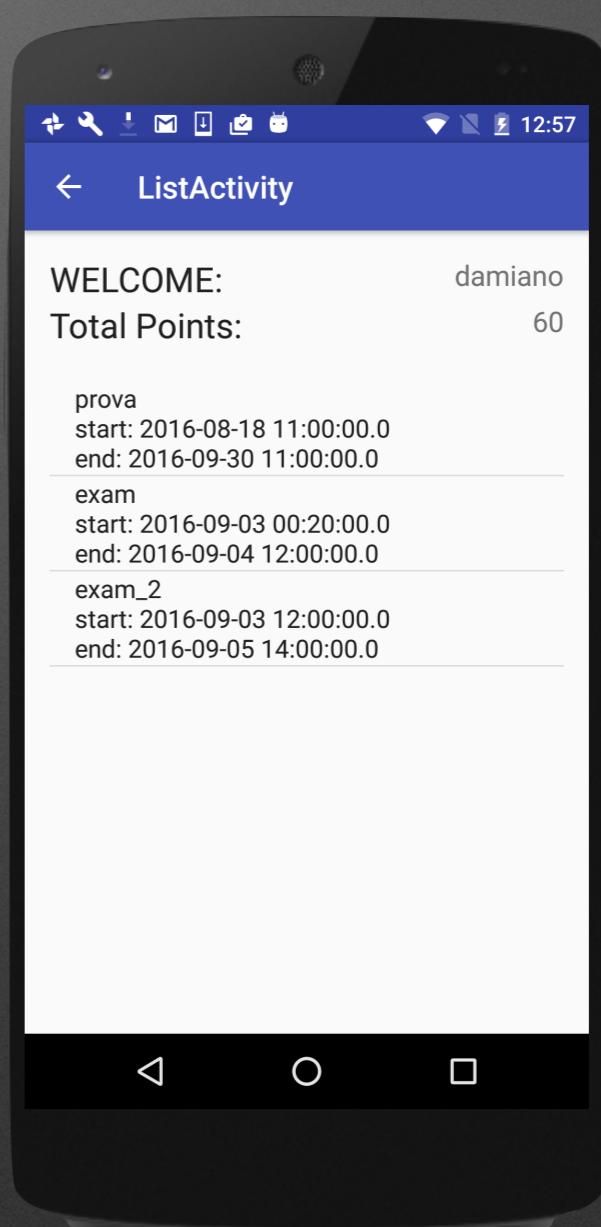
ACTIVITY

Login and Register



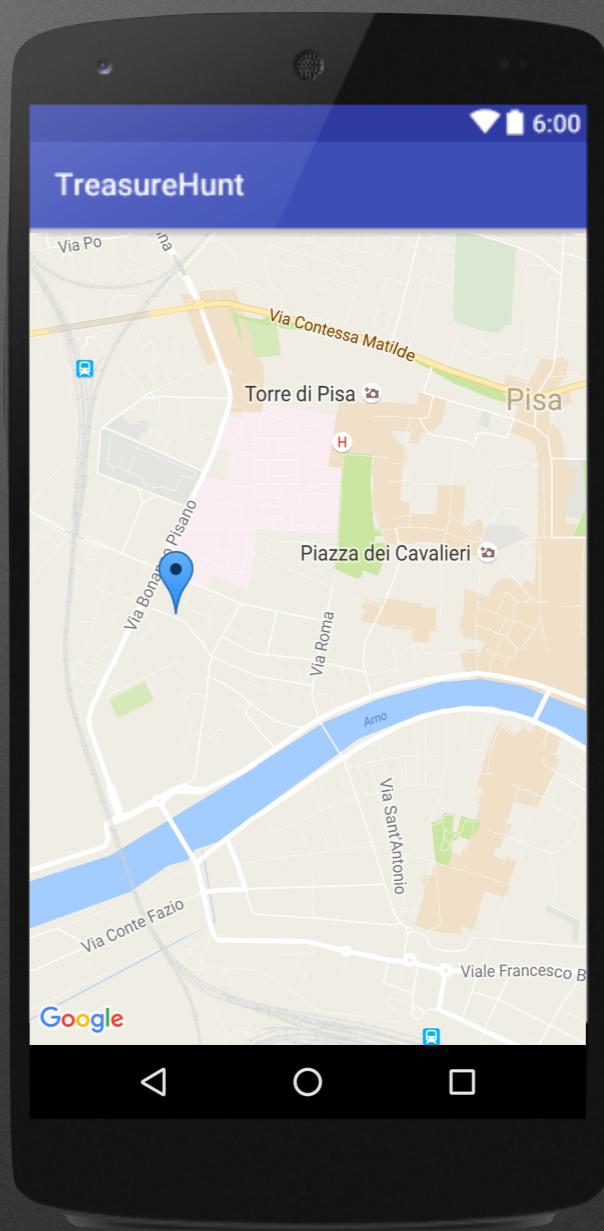
LIST OF THE MATCH

- THE NAME OF THE USER
- THE TOTAL POINTS OF THE USER
- THE MATCH WITH START AND END DATES OF THE MATCH



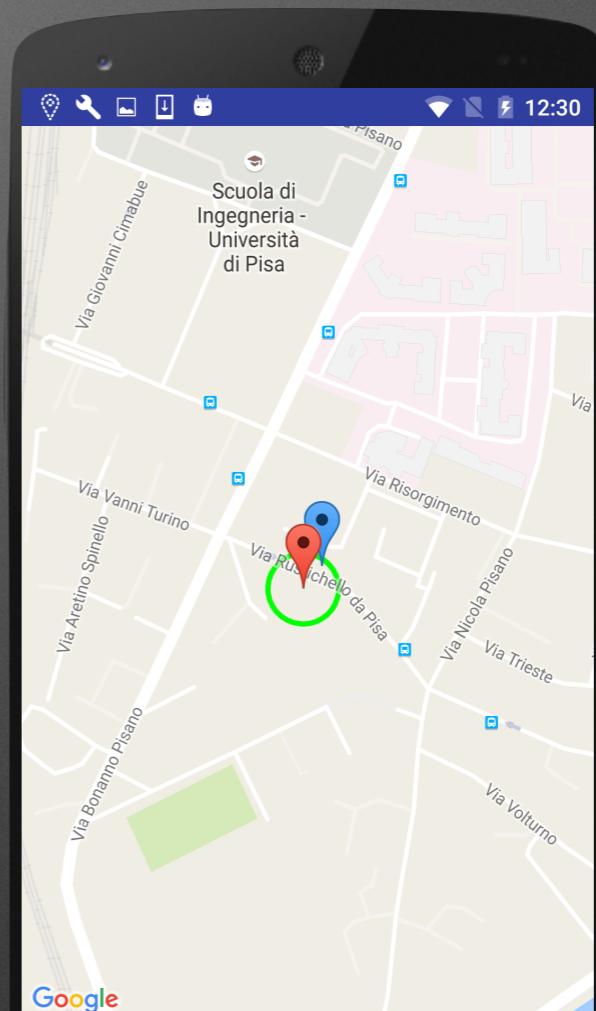
BEGIN OF THE MATCH

- THE APP SHOWS THE START POINT OF THE EVENT



NEAR THE CLUE

- The user must be near a range from the clue to see the augment reality



NEXT CLUE



AFTER FIND TREASURE

