PlaC3 H0Ld3R

<Team 12/>

Problem

During 2 years of the COVID 19 pandemia people became used to stay home which brought to problems with socialization and both physical and mental troubles.

Solution

Our web application tries to solve problem by engaging people in a fun activity and encourage them to go outside.

Game purpose

People join a rewarding game in which they have a mission based on their role.

The Hunters chase Victims, while latter have to evade them

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//01. <HOME/> //02. <GAME/>

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<h1> US3RNAM3 </h1>

<h2> Balance: 100 </h2>

 13 CAUGHT VICTIMS

TIME PLAYED AS A VICTIM 4:20

ENTER THE GAME

//01. <HOME/> //02. <GAME/>

YOU ARE HUNTER

YOU HAVE TO CATCH THE VICTIM

3:48

TO GET 100 POINTS

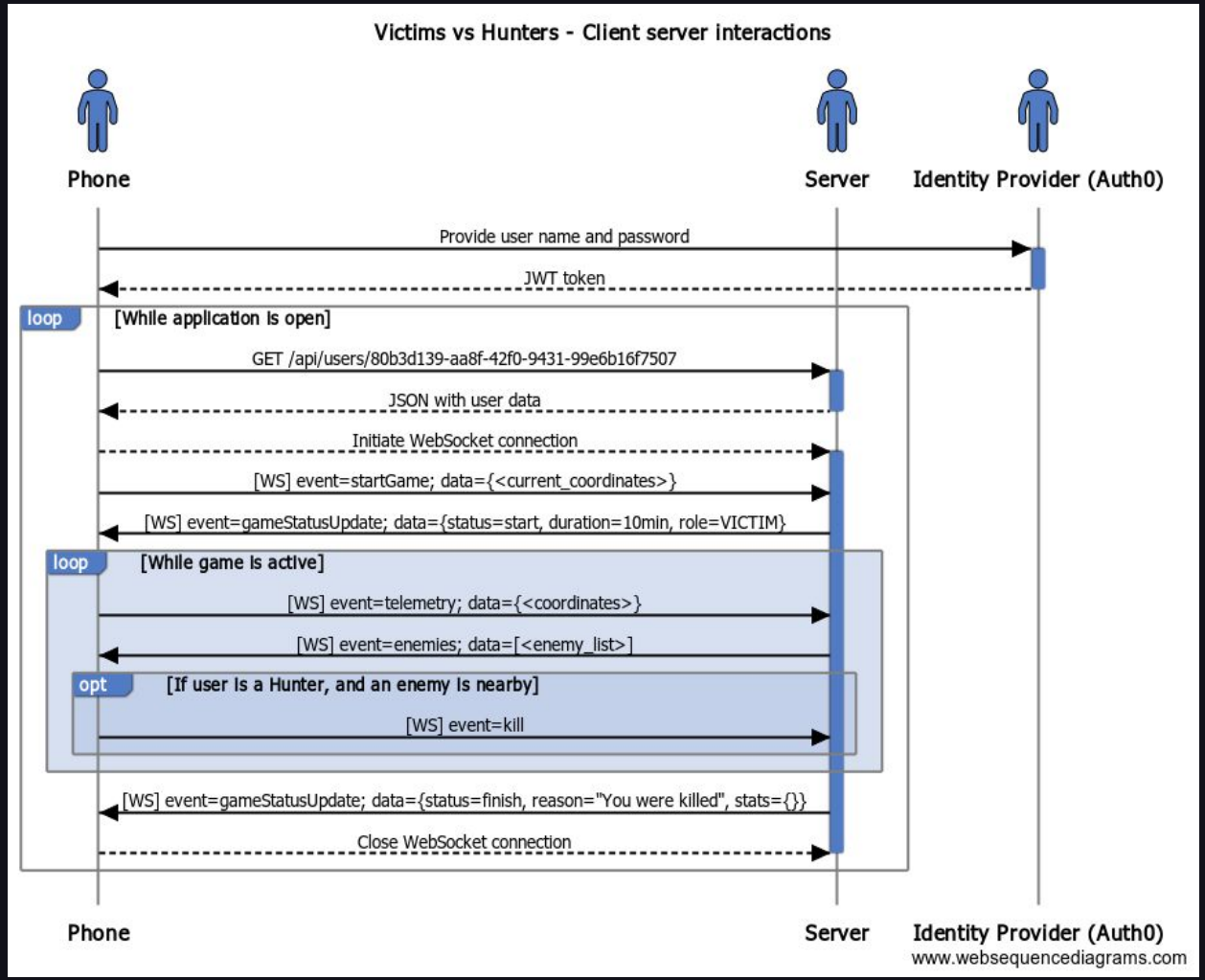
//01. <HOME/> //02. <GAME/>

YOU ARE VICTIM

YOU HAVE TO REMAIN ALIVE

3:48

TO GET 100 POINTS


Victims vs Hunters - Client server interactions
Phone
Server
Identity Provider (Auth0)
Provide user name and password
JWT token
loop
[While application is open]
GET /api/users/80b3d139-aa8f-42f0-9431-99e6b16f7507
JSON with user data
Initiate WebSocket connection
[WS] event=startGame; data={<current_coordinates>}
[WS] event=gameStatusUpdate; data={status=start, duration=10min, role=VICTIM}
loop
[While game is active]
[WS] event=telemetry; data={<coordinates>}
[WS] event=enemies; data=[<enemy_list>]
opt
[If user is a Hunter, and an enemy is nearby]
[WS] event=kill
[WS] event=gameStatusUpdate; data={status=finish, reason="You were killed", stats={}}
Close WebSocket connection
Phone
Server
Identity Provider (Auth0)
www.websequencediagrams.com

<How does it look?>

Team

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Spivac Iana

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Demo