

Gold Digger: a searching behavior game

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A dissertation presented in part fulfillment of the requirements of the Degree of Master of Science at the University of Glasgow

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**Abstract**

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Education Use Consent

I hereby give my permission for this project to be shown to other University of Glasgow students and to be distributed in an electronic form.

<**Please note that you are under no obligation to sign this declaration, but doing so would help future students.>**

Name: Signature:

Acknowledgements

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# Introduction

Introduce the project.

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## Overview

Please note your dissertation need not follow the included section headings – this is only a suggested structure. Also add subsections etc. as required.

### Problem Statement

Try to avoid this too much, but it’s here if you need it.

# Survey

## Background Theories

### Optimal Foraging Theory

### Information Foraging Theory

## Previous Studies

### Searching Behavior

### Related Games

# Design

## Site Map

### World Map

### Game Screen

### General Store

### Leaderboards

### Tutorial

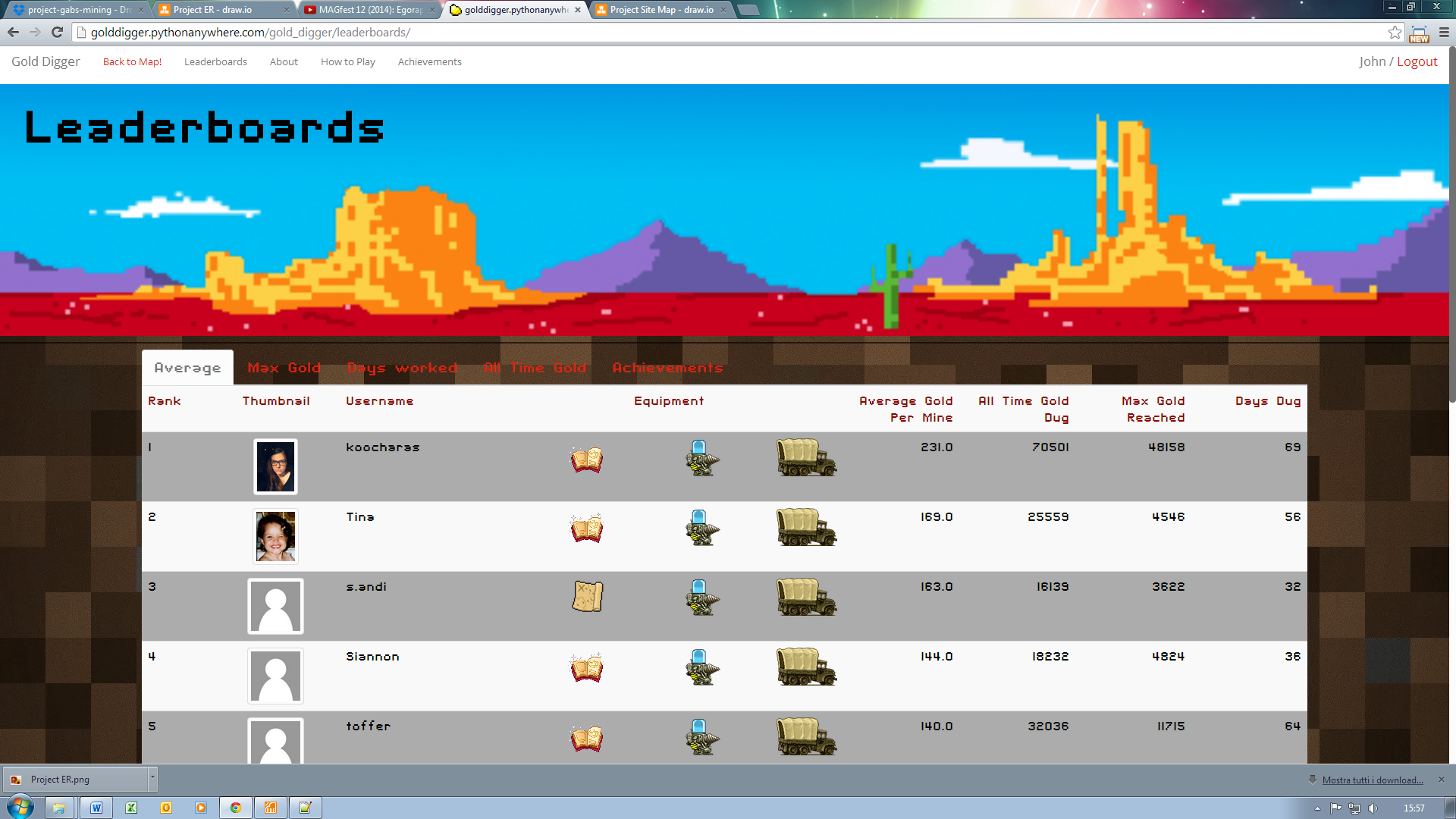
### Achievements

### About Page

## Walkthrough

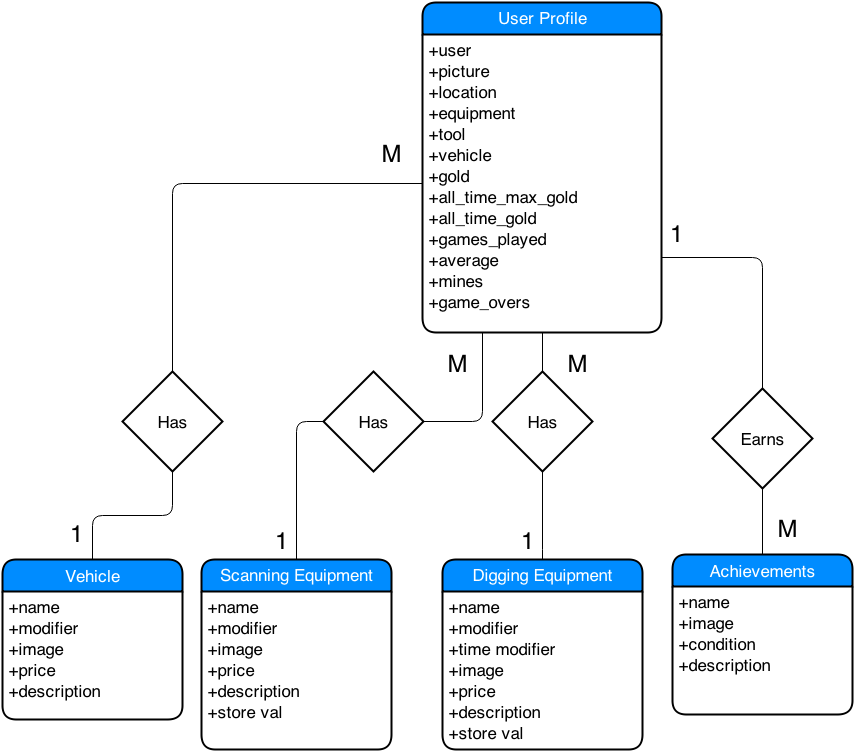






## System Architecture

## ER Model



# 

# Implementation

## Development Methods

## Heuristic Evaluation

## Testing

### Unit Testing

### Live Testing

## Technologies

### Django

### Python

### HTML5

### CSS3

* **Animate.css**

### Twitter Bootstrap

### Javascript and JQuery

* **Trip.js**
* **AnimateNumbers.js**
* **Resize.js**

## AJAX

## Code Overview

## Reusability

## Implementation issues

# Deployment

# Results and Data

## Data Logged

## Data Analysis

## Results

# Summary and conclusions

## Conclusions

## Limitations

## Future work

## Reflection

## References

[1] C. Baier and J.-P. Katoen. *Principles of Model Checking*. MIT Press, 2008.

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