Presentation #3

Senior Design (Comp Sci 4096)

Illya Starikov, Ian Howell, Deacon Seals, Michael Harrington, Luke Parton, Eric Michalak, Adam Evans

War Paint

What It Is

- Still a location-based game where the objective is to paint as much of the map as possible.

What It Is

- Still a location-based game where the objective is to paint as much of the map as possible.
- Plenty of reason why this might be useful, i.e.,
    - Encourages exercise.
    - Promotes teamwork.
    - Lots of fun.

What It Is

- Still a location-based game where the objective is to paint as much of the map as possible.
- Plenty of reason why this might be useful, i.e.,
    - Encourages exercise.
    - Promotes teamwork.
    - Lots of fun.
- Currently, we have an implemented MVP, with:
    - A working iOS application.
    - A working server.

What It Is

- Still a location-based game where the objective is to paint as much of the map as possible.
- Plenty of reason why this might be useful, i.e.,
  - Encourages exercise.
  - Promotes teamwork.
  - Lots of fun.
- Currently, we have an implemented MVP, with:
  - A working iOS application.
  - A working server.
- But the best way to explain it..

Demo

Logistics

- On the projector, the game will be played and discussed.
- Luke, Illya, and Deacon will play the game outside.
- There will also be an iPad being passed around that has the live game (however, all gesture controls are disabled).

In Closing

Spam Adam Evans (Team Lead) or Illya Starikov (PR/Angel Investing) with all questions, comments, and insults.

- 💬 Adam Evans — `ane3md@mst.edu`
- 💬 Illya Starikov — `starikov@mst.com`

Special thanks to the awesome team.

- 👤 Ian Howell
- 👤 Deacon Seals
- 👤 Michael Harrington
- 👤 Luke Parton
- 👤 Eric Michalak