# Presentation #1

## Senior Design (Comp Sci 4096)

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# The Game-Plan

*For Now. . .*

We are delivering:

- Mobile game (iOS and Android) with server back-end
- Rectangular chunk of land as the board/play area
- Paint the land your team's color by running around
- Whichever team has the most area painted after a set time wins

# The Game-Plan

*For The Future...*

We plan to deliver:

- End of the semester (hopefully)
- Have a public launch — with monetization options

# Customer Related

**Inteded Beneficiary** College students (i.e., a campus club like Humans vs. Zombies)

**Users** As aforementioned.

**Provides Users With** An entertaining game and a fun way to get outside and exercise.

# Design

*The Human Interaction*

1. Join a game (either “the public game” or custom game)
2. When game starts, run around in physical space
3. Tap to select and use items

Along with this, there will be leaderboards, trophies, achievements, and possibly challenges.

# Design

## *The Architecture*

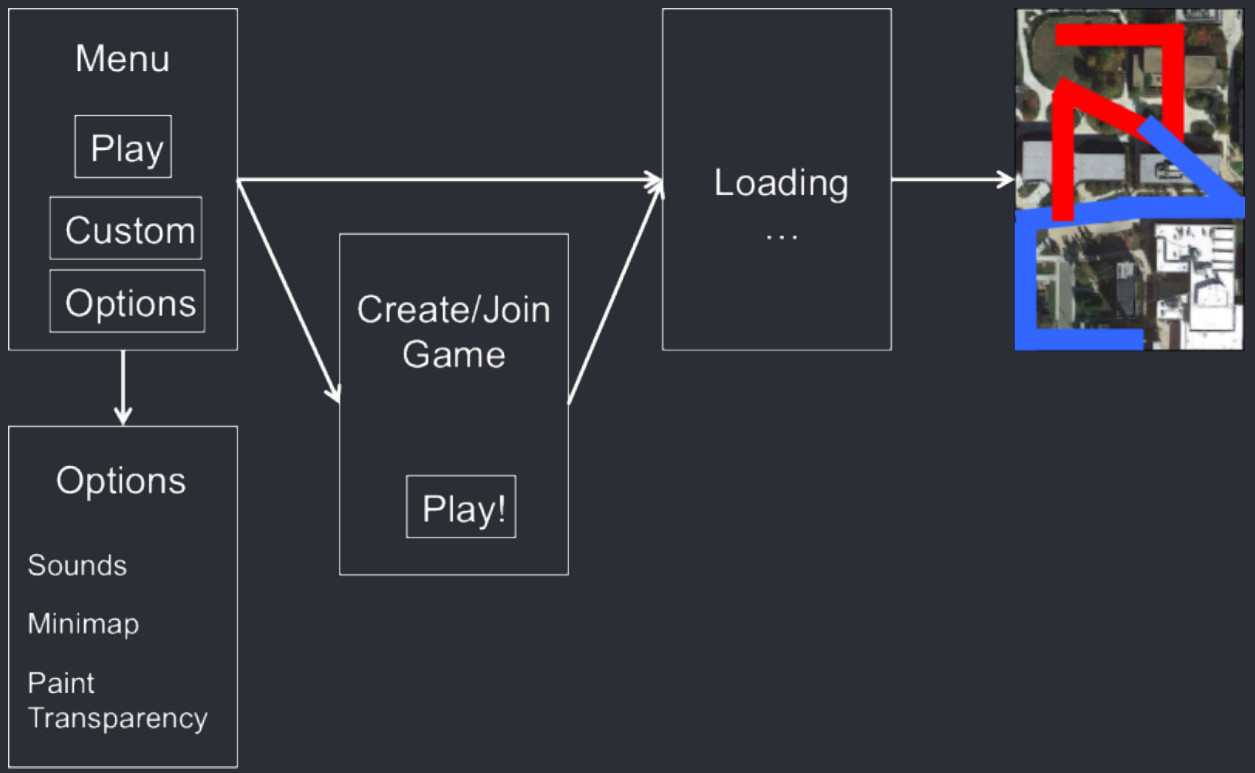


Figure: The Main Storyboard

# Design

*The Architecture*

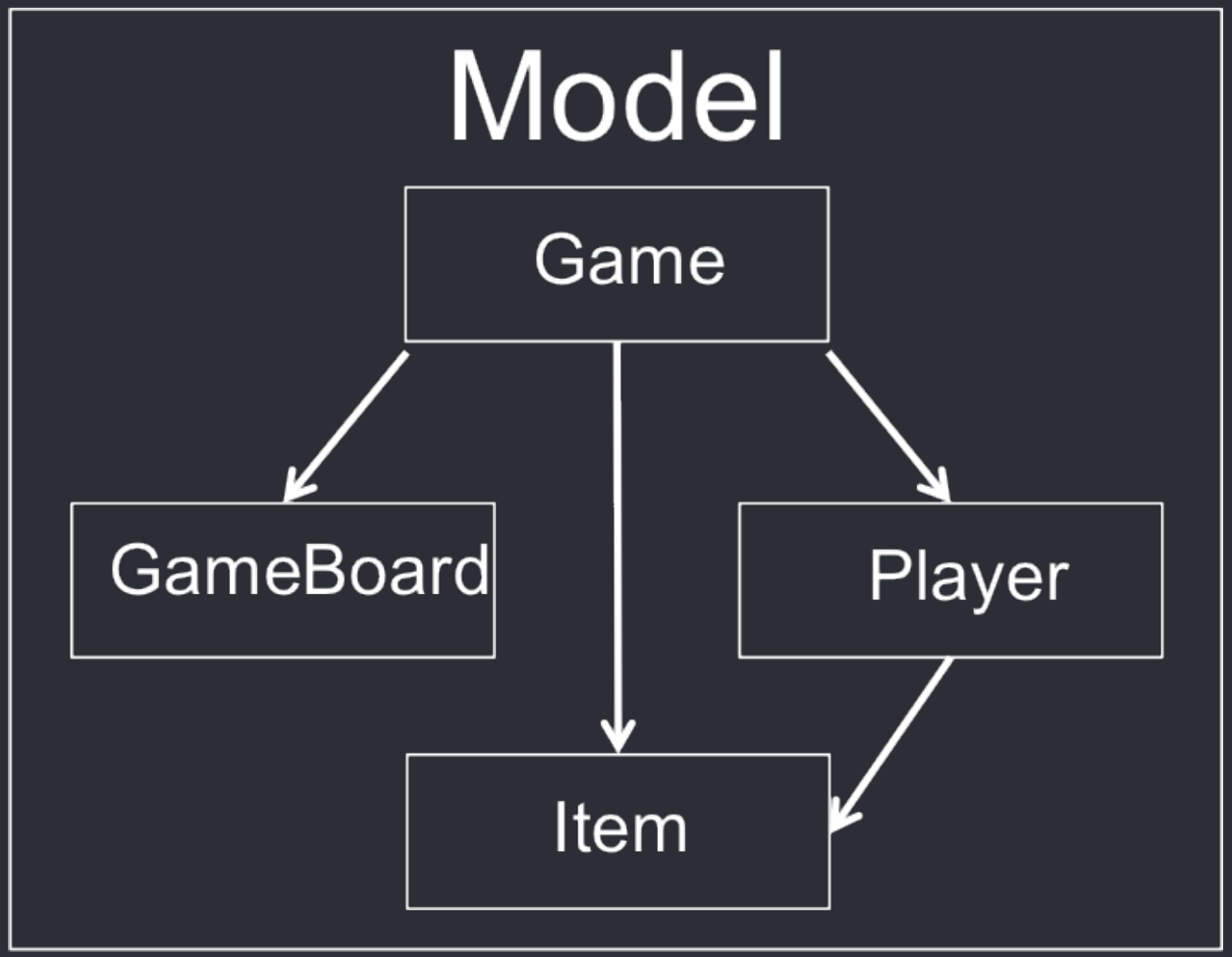


Figure: The Game Model

# Lessons Learned

*Mistakes Were Made. Lessons Were Learned.*

What worked:

- Breaking up into server, Android, and iOS teams — distributes workload well
- Swift instead of Objective-C for iOS — safer to develop in

What didn't work:

- Difficult to get the map functionality we want with `MKMapView` on iOS

# *Demo*