

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

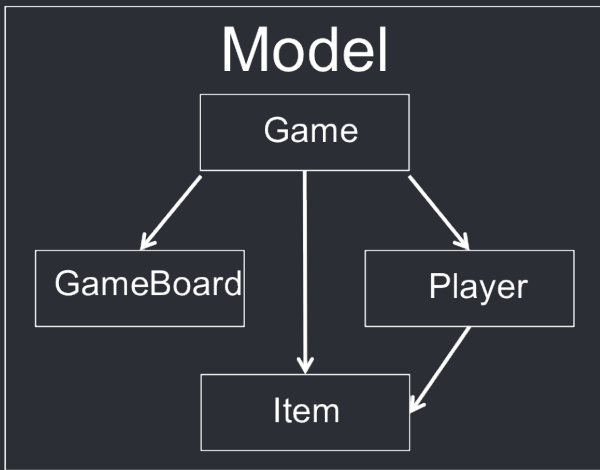


Figure: The Game Model

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