

Cristiane Ferreira

***Towards a Model and a Textual Representation
for Location-Based Games***

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How to create documents to represent LBGs?

LeGaL

- Location-Based Games Language
- Based in NCL
- Represents game **elements** and **relationships** between them
- Support to:
 - **Media**: images, audios, videos, augmented reality
 - **Location** data
 - **Spatial** triggers
 - **Temporal** triggers



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Mestrado e Doutorado em Ciência da Computação



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