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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
- Suport to:
  - **Media**: images, audios, videos, augmented reality
  - **Location** data
  - **Spatial** triggers
  - **Temporal** triggers

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