SCAVENGER HUNT

ASE Project by Pascal Gerig, Elias Wipfli, Lorenzo Wipfli and Marcel Zauder

GAME IDEA

- two team game (two players for each team (one Runner and one Commander))
- one running around with Thingy and the other using commands on laptop to lead his/her teammate to the treasure
- Commander can see Runner and Treasure on a map
- treasure generated randomly equidistant from both Runners' starting position
- Commander can send instruction via Thingy where to go
- Runner can activate an EMP which interferes with the other Thingy such that it is deactivate for a limited amount of time
- first Runner at the treasure wins

SPECIFICATIONS AND REQUIREMENTS

- Maps API (Bing, HERE etc.)
- Frontend: Aurelia or Angular
- Backend: Python (aiohttp)
- Database: MySQL
- Docker

USER STORY

- Commander can see where the runner is on a map
- Commander can see where the random-generated treasure is
- Commander can manipulate Thingy (can command the runner)
- Game is over when Runner is at treasure
- Two teams can play the game simultaneously
- Each Commander needs an authentification
- When game completed the path of each player is displayed on the screen + commands given (with timestamps)
- EMP implementation (runner can activate an EMP which interferes with the other Thingy such that it is deactivate for a limited amount of time)