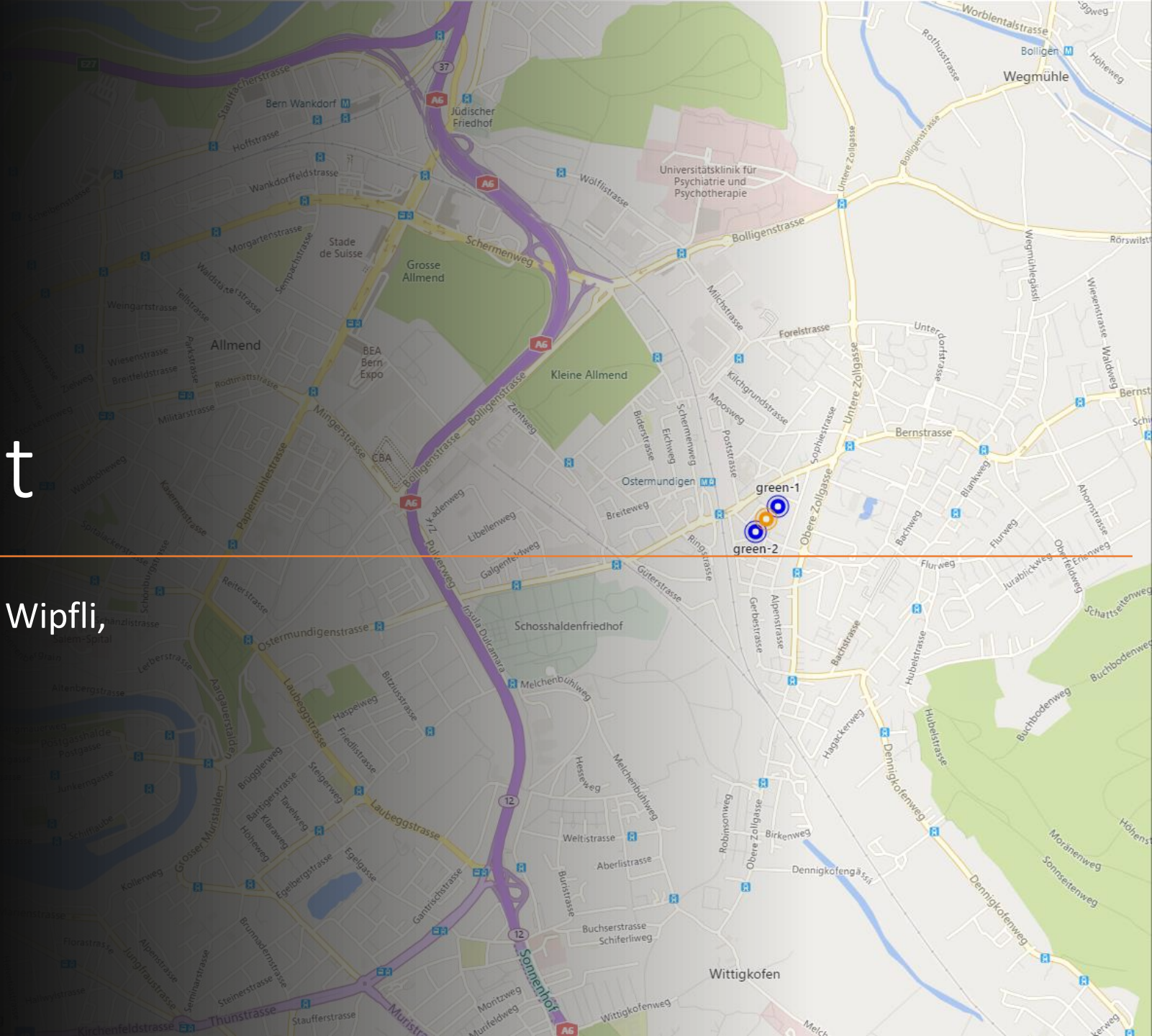


# Scavenger Hunt

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



# Initial Ideas



Commander can see  
where the runner is on the  
map



Commander can see  
where the random-  
generated treasure is



Commander can  
manipulate Thingy



Game is over when  
Runner is at the treasure  
location



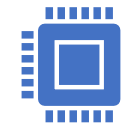
Two teams can play the  
game simultaneously



Each commander needs  
an authentication

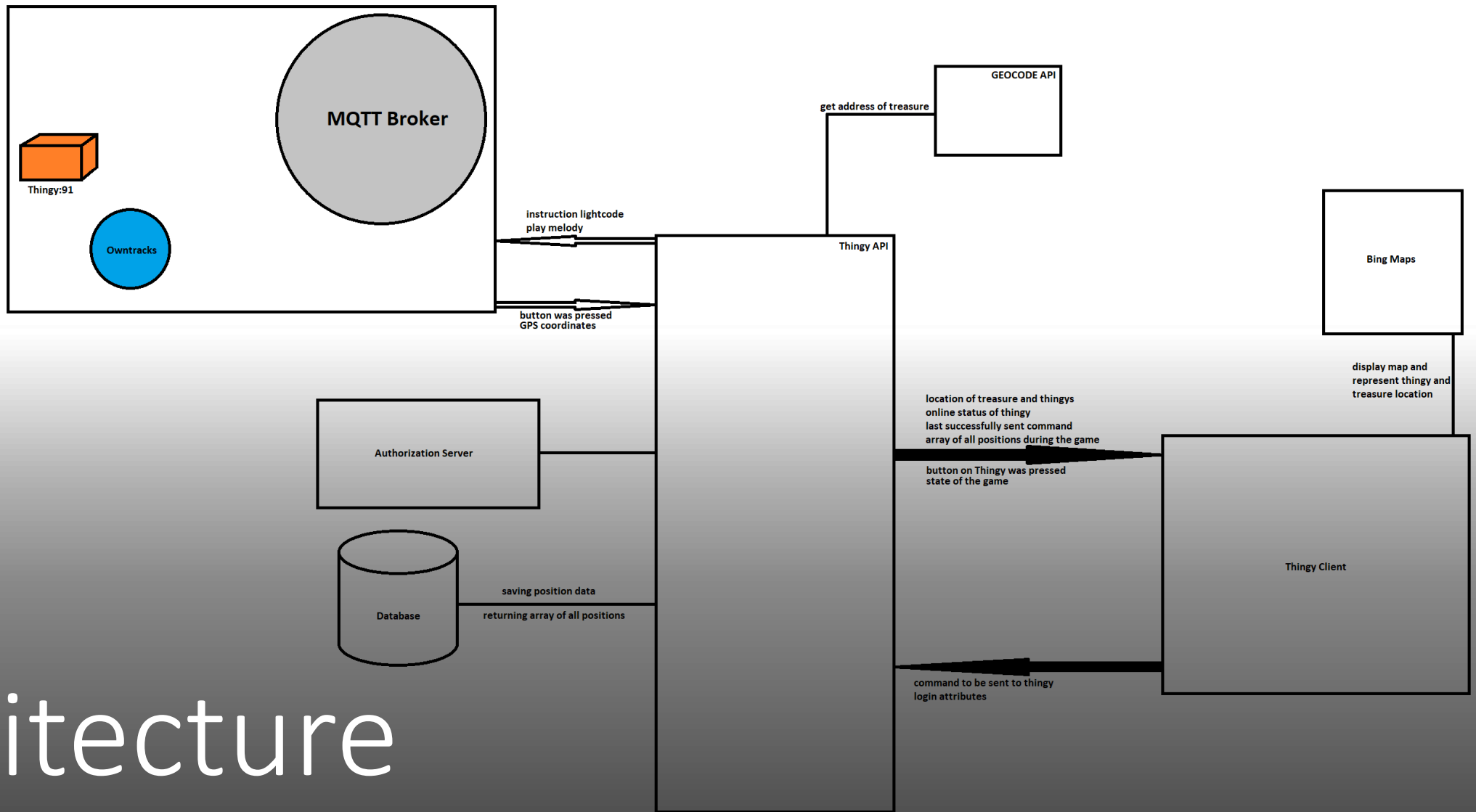


When game completed,  
the path of each player is  
displayed on the screen



EMP implementation  
(instruction sending can  
be jammed)

## All of them were implemented!



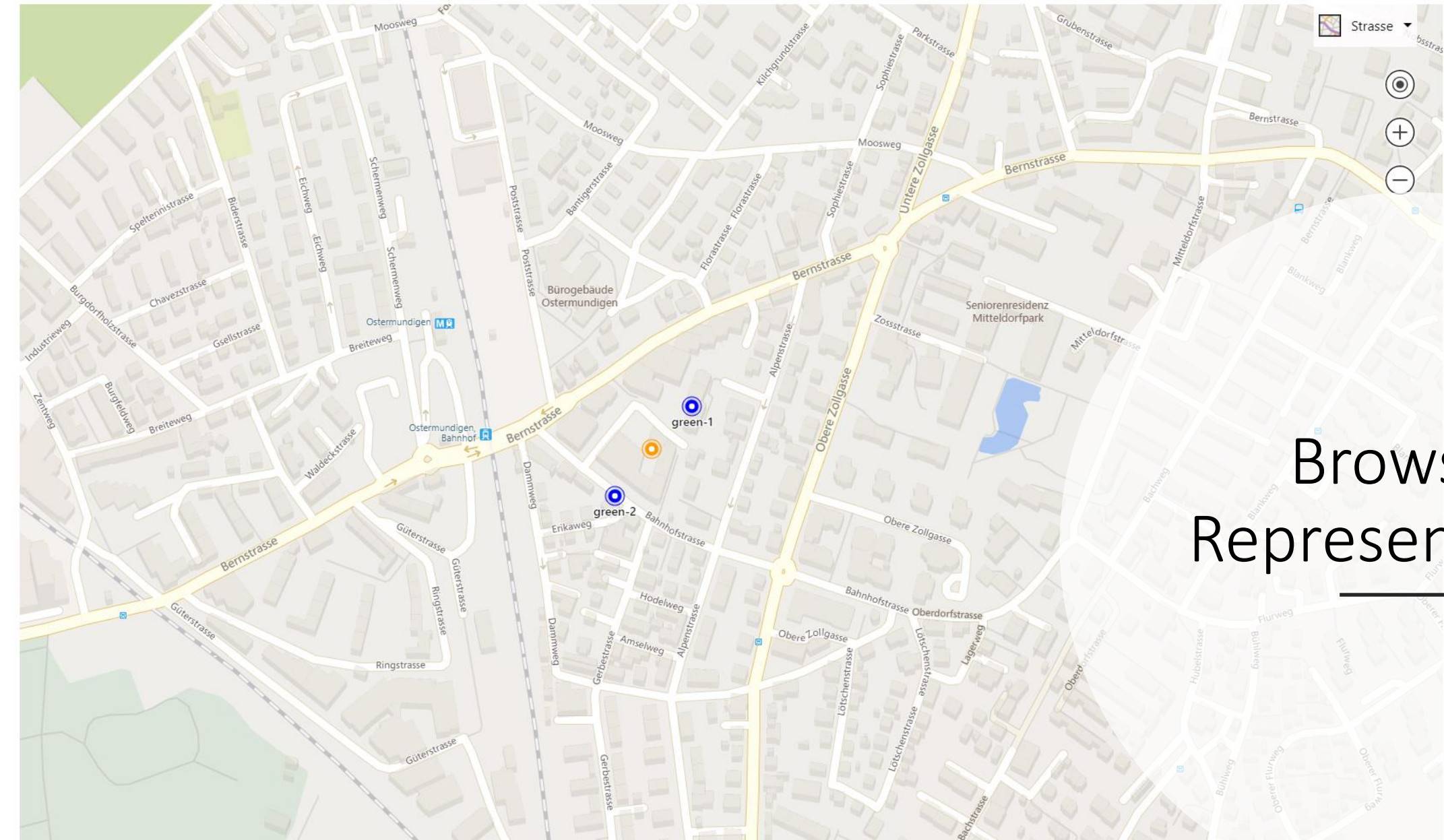
# Architecture



# Scavenger Hunt

Logout

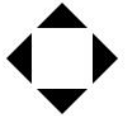
Player: green-1



Instruction Color:



Thingy Status:



Browser  
Representation

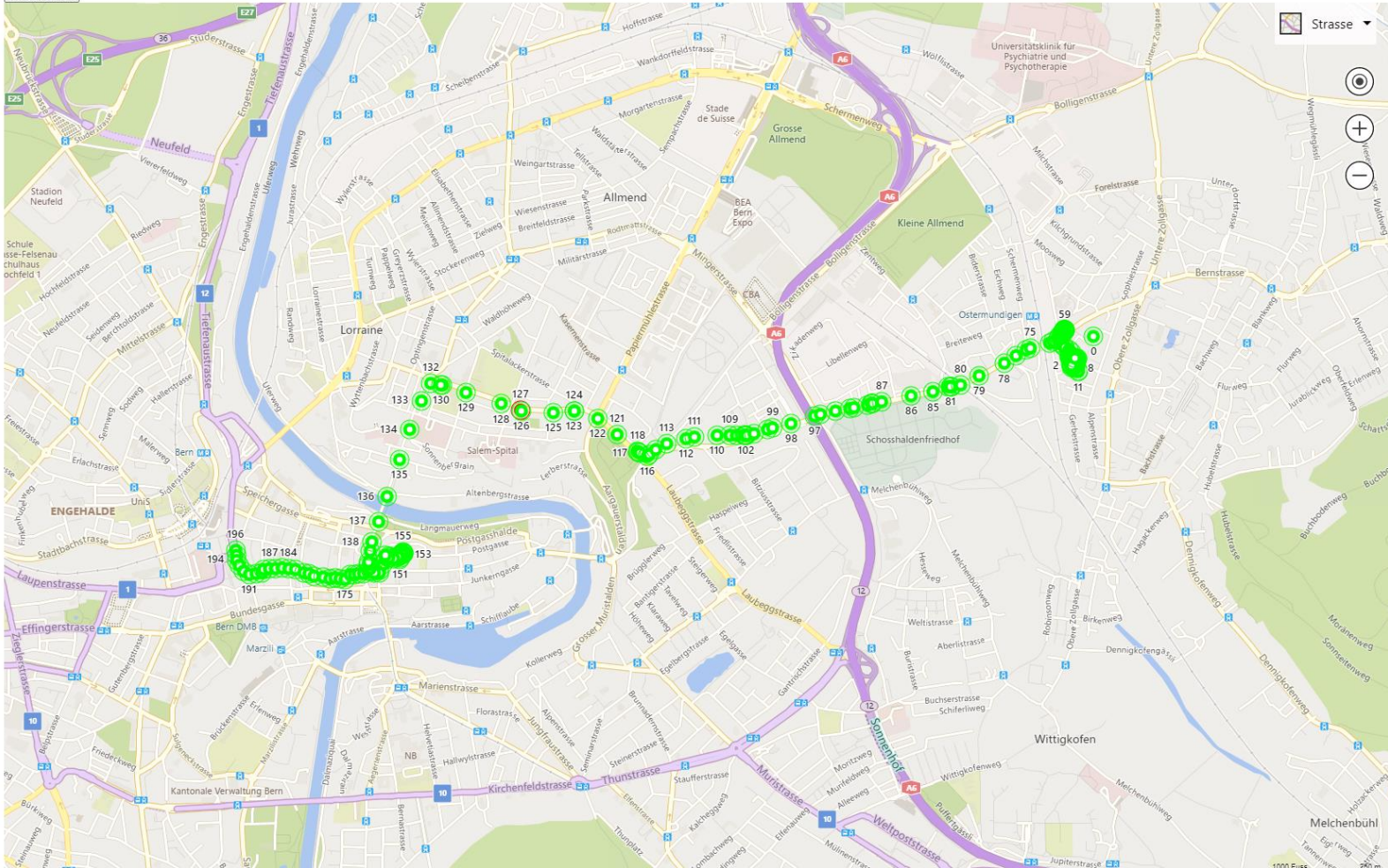


Logout

Player: green-1

Winner is: green-1

NEW GAME



# GameOver Screen

# Additional Features

- Complete Containerization with Docker
- Automated Unittests with GitHub-Action
- Integration Test of Database (redis-db)
- ESLint SetUp in Frontend
- Access of constants via environment set up