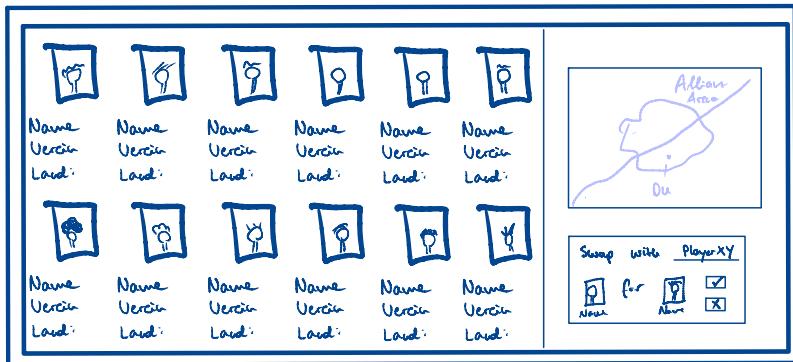
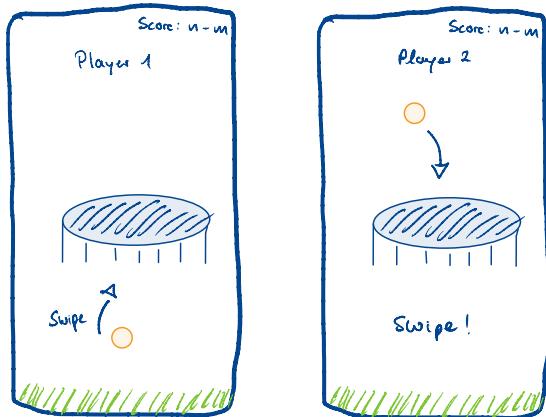


Digitales Paniniheft - WM 2022



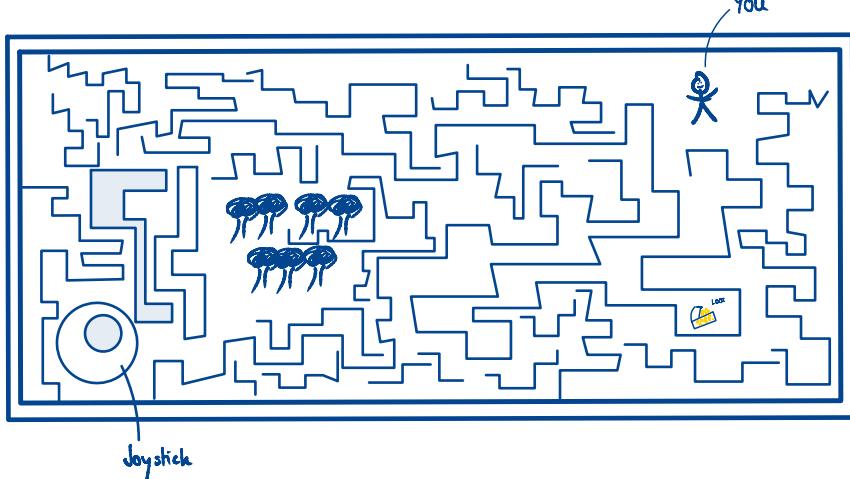
- Digitales Paniniheft für die WM 2022 in Qatar
- Man kann mit anderen Spielern tauschen & zählen.
- Man muss zu bestimmten Locations in München gehen um Städtchen zu sammeln
 ↳ Dafür wird GoogleMaps implementiert & die Geolocation von den Usern angezeigt.

AR Spikeball



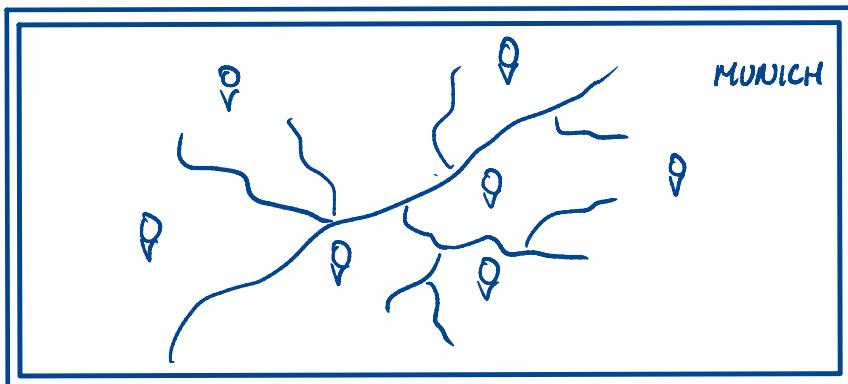
- Auf das Display swipen um den Ball auf das Netz zu "spicken".
- 1 oder mehr Gegenspieler (man kann auch in Teams spielen)
- Die anderen Spieler sehen auch das Netz durch den Display und müssen entsprechend reagieren

INFINITY MAZE



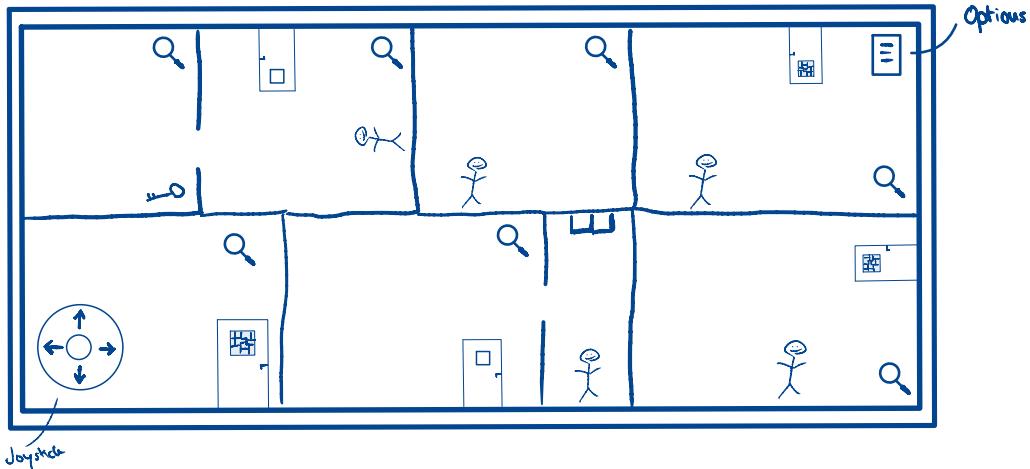
- up to 4 players can take part in a maze game
- WHEN YOU WALK IN REAL LIFE → THE STEPS TRANSLATE TO
- STEPS WALKED IN THE MAZE

VIRTUAL SCAVENGER HUNT



- bei all den Münchner Sehenswürdigkeiten gibt es was zum finden z.B. Schusslöcher bei LMU, Feldherrenhalle, Deutsches Museum, Lichtkof r. d. LMU (Sopka Scholl Fliegteller)
- bei allen Spots gibt eine kleine Programmieraufgabe / Rätsel das man mit Hinweisen, welche mit AR an den jeweiligen Spots Spots gezeigt werden, lösen kann.

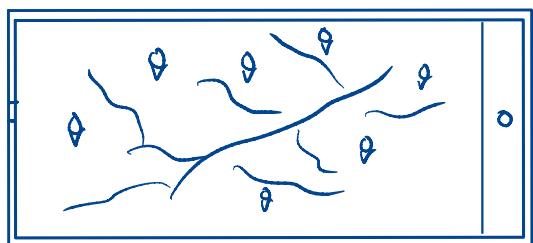
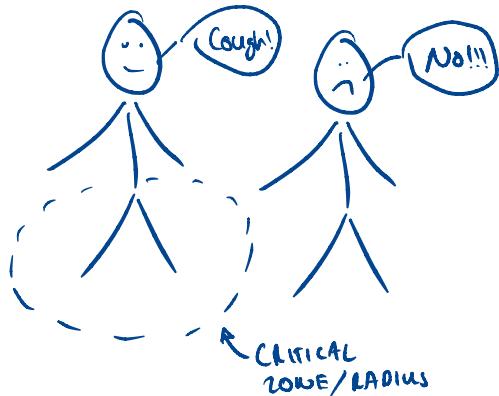
DIGITAL ESCAPE ROOM



Options

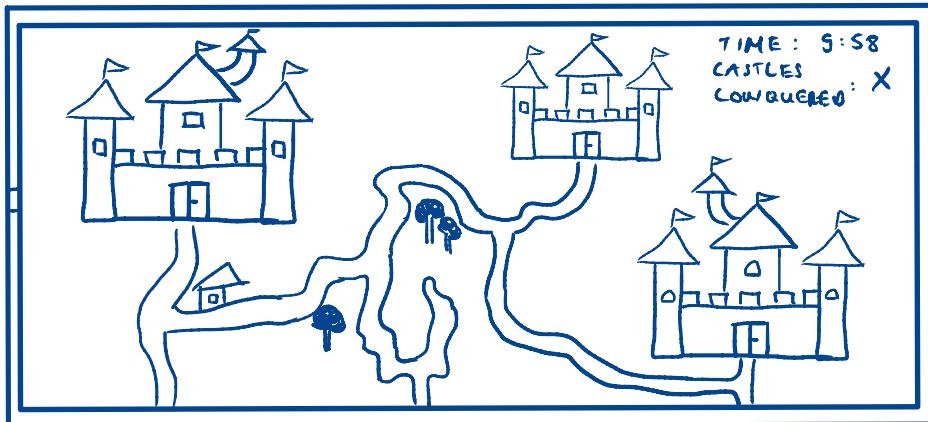
- DIGITAL ESCAPE ROOM WO MAN GEMEINSAM MIT ANDEREN SPIELERN IN DER UNGEBUNG AUFGABEN LÖSEN MUß UM ZU ESCAPEN
- DIE SCHritte DIE MAN IM IRL GEHT $\hat{=}$ STEPS IN ESCAPE ROOM
- ES GIBT EIN 30 MIN TIME LIMIT
- VON JEDEM ZIMMER AUS KANN MAN AUF DIE LUPE DRÜCKEN UM IN DAS ZIMMER EINZUTAUCHEN UND DIE RÄTSEL ZU SEHEN

VIRUS UNLIMITED



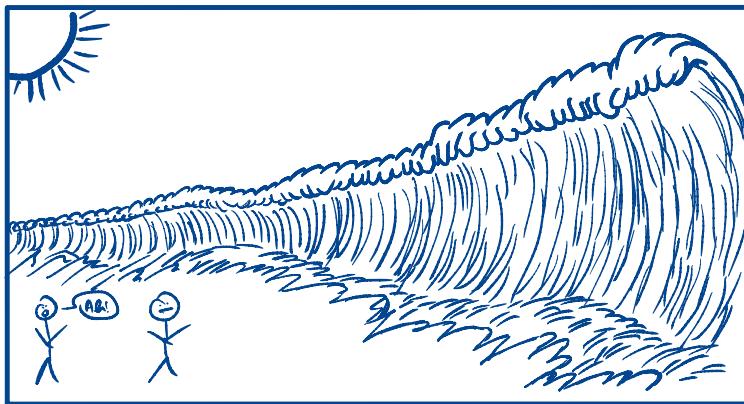
- PATIENT ZERO IS INFECTED AND HAS TO INFECT AS MANY PEOPLE AS POSSIBLE BY COMING WITHIN A 1 METER RADIUS OF THEM OR HE/SHE CAN CHOOSE TO RESEARCH A VACCINE

EMPIRES



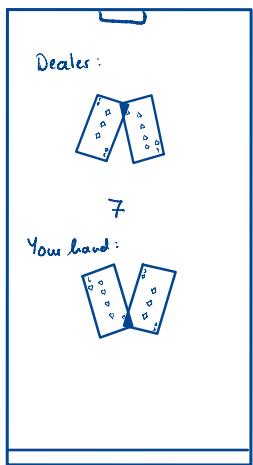
- EVERY PLAYER STARTS OFF WITH 0 CASTLES
- OBJECTIVE: CONTROL AS MANY CASTLES AS POSSIBLE BY THE TIME RUNS OUT
- DEVELOP A WINNING DEFENSE STRATEGY TO DEFEND YOUR CONQUERED CASTLE

ENVIRONMENT RACE



- A NATURAL DISASTER OCCURS
- YOU EITHER TRY TO SURVIVE ON YOUR OWN OR TEAM UP WITH PLAYERS
- EDUCATE YOURSELF ABOUT DIFFERENT TYPES OF NATURAL DISASTERS & HOW TO PREVENT FUTURE ONES FROM HAPPENING THROUGH INGAME INFOS & GAMEPLAY

AR BLACKJACK CODE

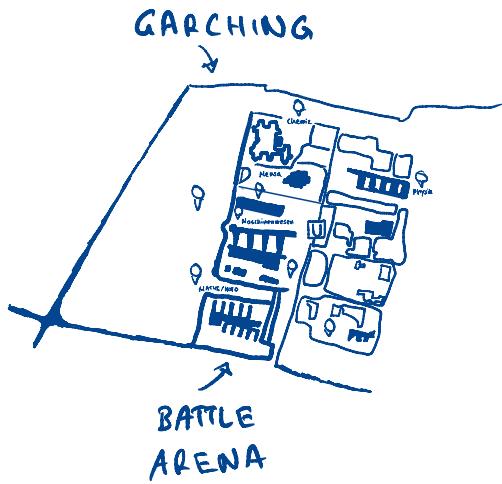
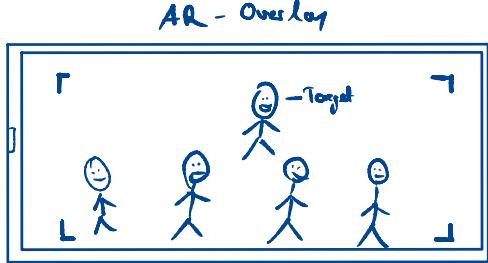


Find the bug:

```
public static void main  
(String[] args) {  
    print ("Hello");  
}
```

- Play a round of AR Blackjack → you win → you get to solve a small code question
 - you lose you have to sit out 15 seconds
 - time limit → whoever has most code questions right ^{wins}

BATTLE ROYALE GARCHING

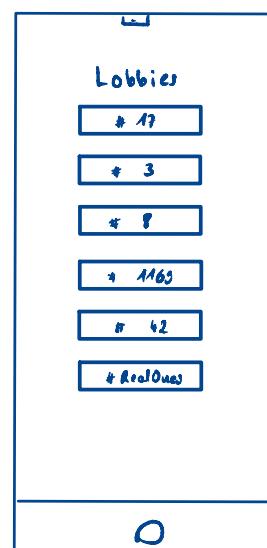
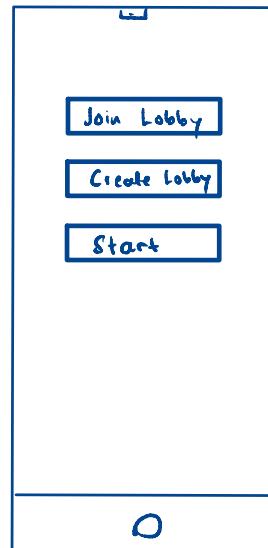


- PLAYERS CAN MEET UP IN REAL LIFE AND PLAY AN AR BATTLE ROYAL ON CAMPUS GARCHING
- HUNT OTHER PLAYERS IN THE REAL WORLD
- GOAL: LAST MAN STANDING

DIGITAL ESCAPEROOM - DETAILS / VARIATIONS

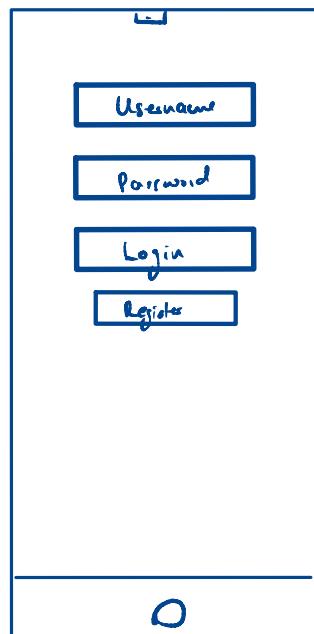
DETAIL

join or create
a lobby

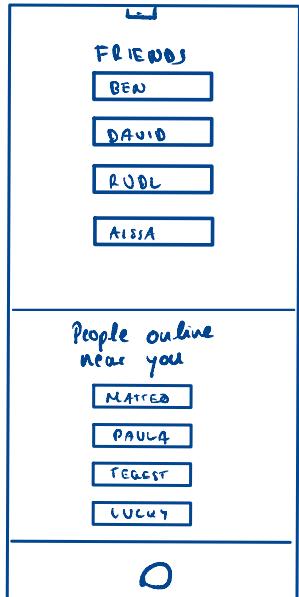


DETAIL

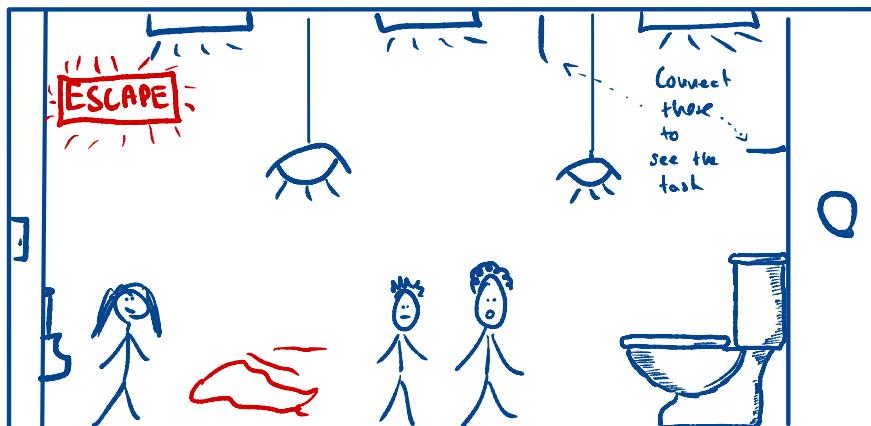
MAIN
MENU
& LOGIN
SCREEN



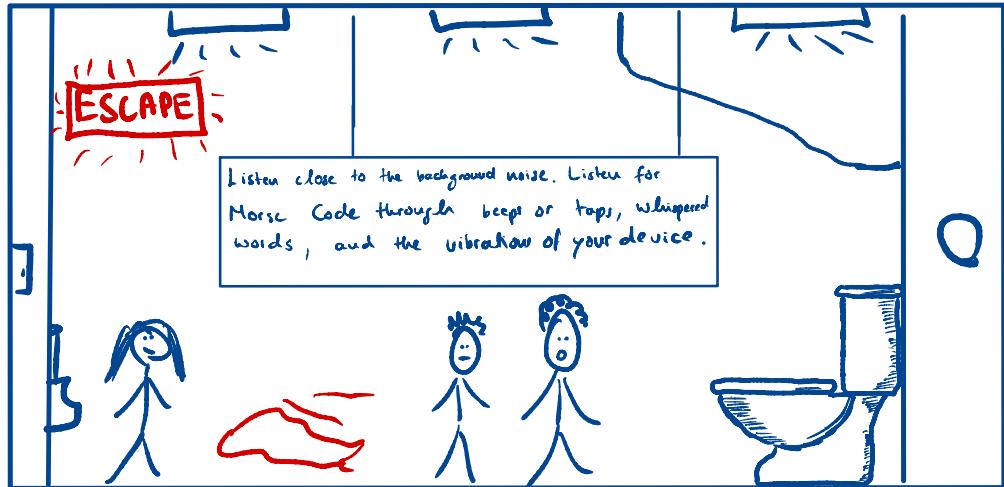
DETAIL - ONLINE FRIENDS LIST & PLAYERS NEAR YOU THAT ARE ONLINE
RADIUS OF 25 METERS



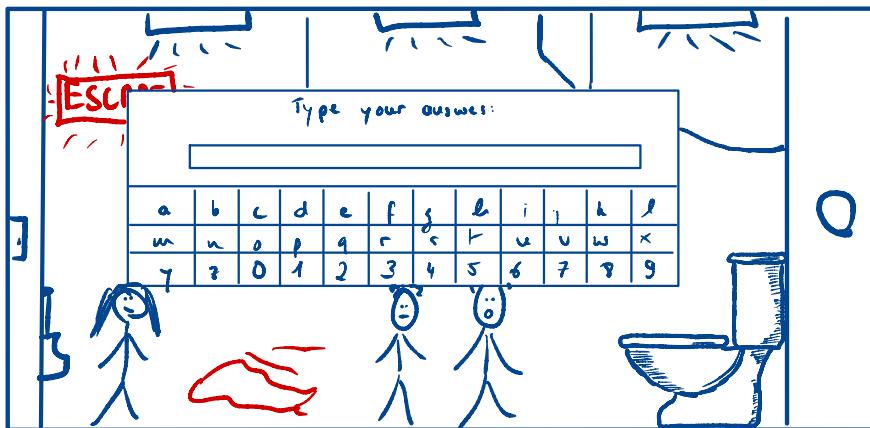
DETAIL - EXAMPLE ROOM (WENN LUPE GEDRUCKT WURDE)
↳ BATHROOM



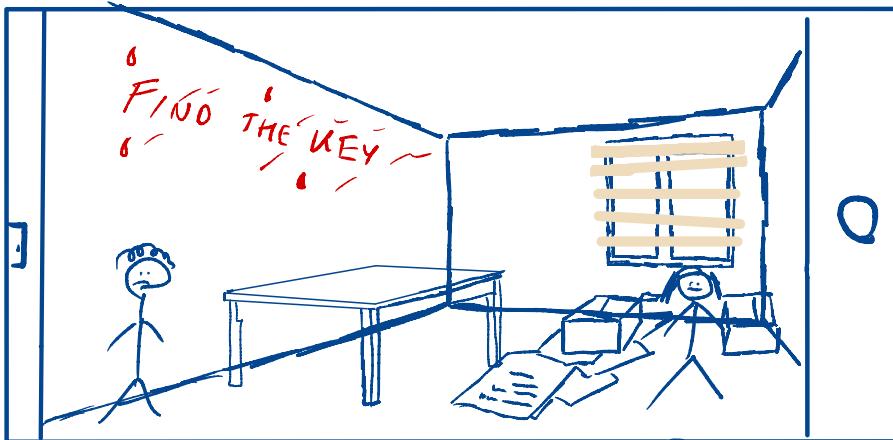
DETAIL - OVERLAY WITH DETAILS OF A TASK (LISTENING TASK)



DETAIL - ANSWER SCREEN OVERLAY



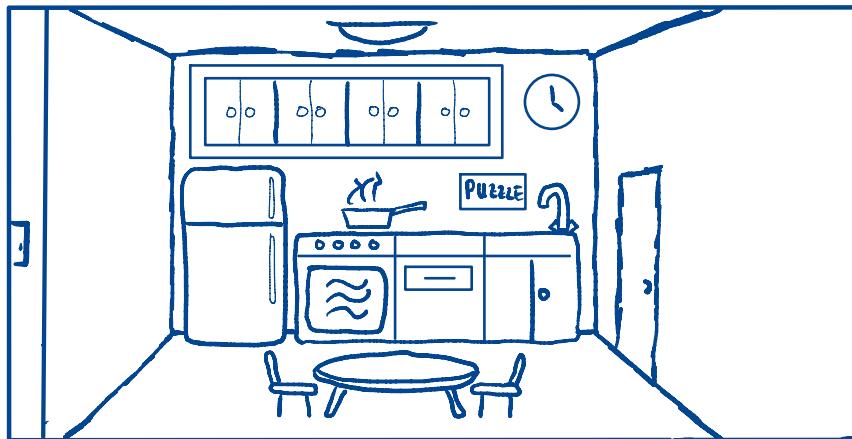
DETAIL - TASK: Hidden Object Task



- PLAYERS NEED TO SEARCH FOR A HIDDEN OBJECT TO GO TO THE NEXT ROOM

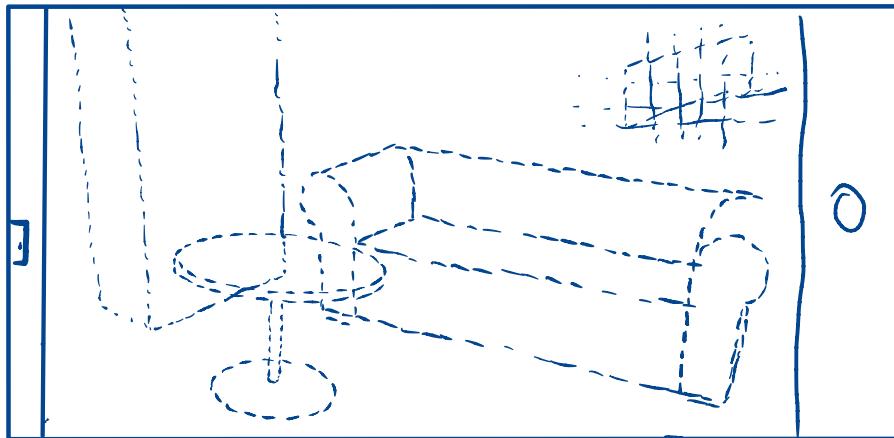
DETAIL - PUZZLE

PLAYERS NEED TO SPEAK THE CORRECT ANSWER INTO THE MICROPHONE OF THEIR MOBILE DEVICES



VARIATION

→ ALLE GEGENSTÄNDE & CLUES DIE ES GIBT UM DIE AUFGABEN ZU LÖSEN UND ZU ESCAPEN WERDEN IN EINER AR UMGEBUNG GEZEIGT



DETAIL

Stats Screen of
the rooms that the team
has successfully escaped
from and the ones
to go

