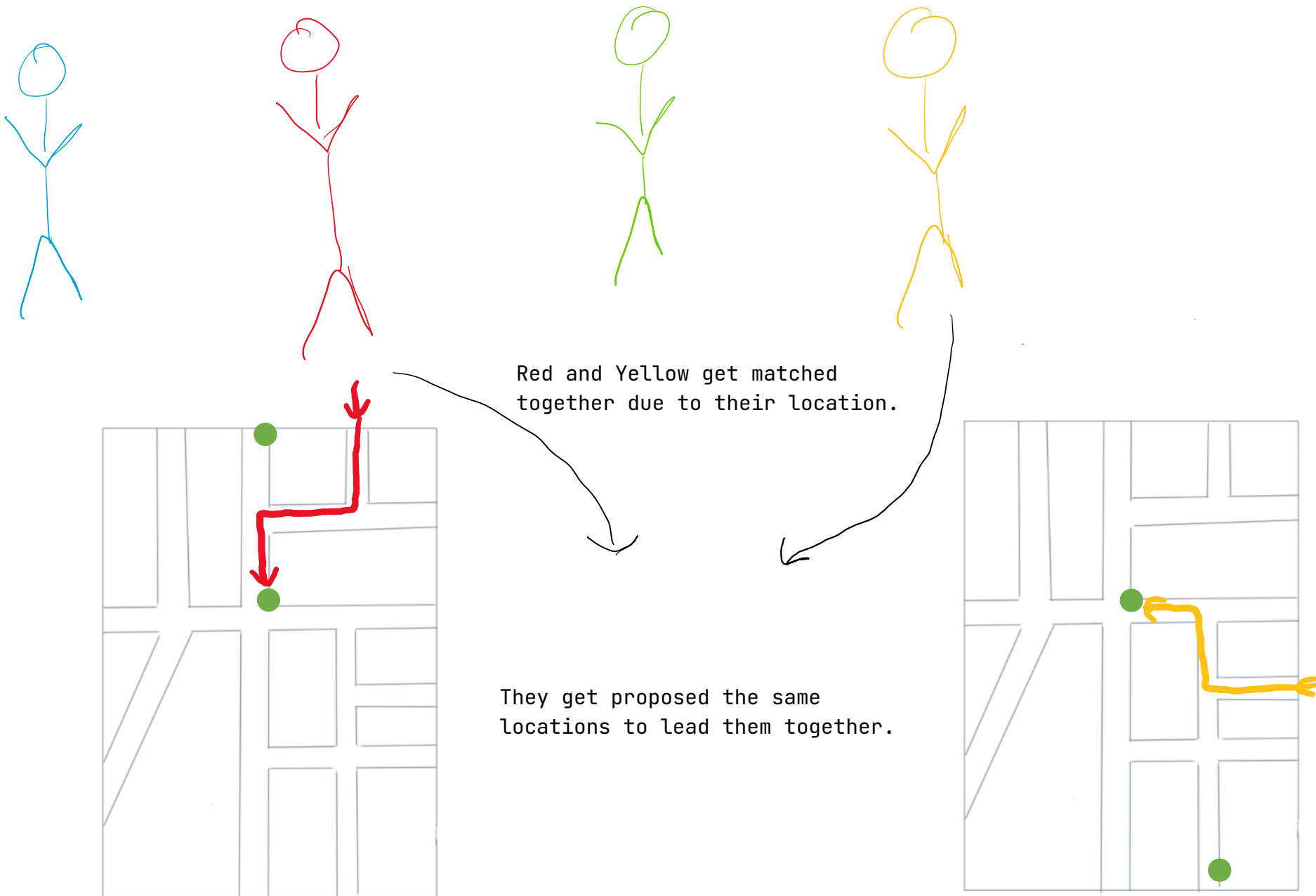


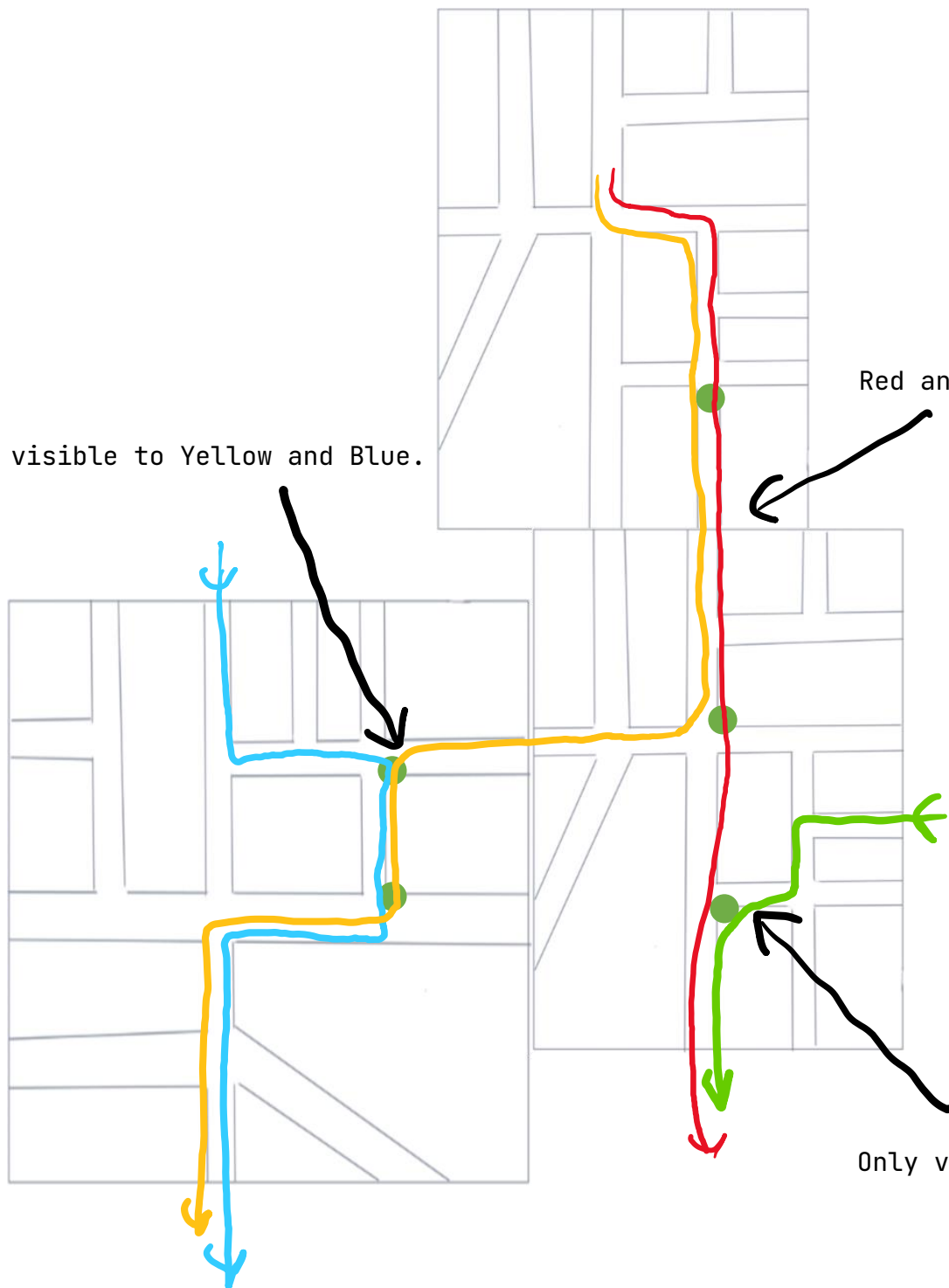
Speed III

Detail- Sketches

These players know each other and independently decide to start playing.

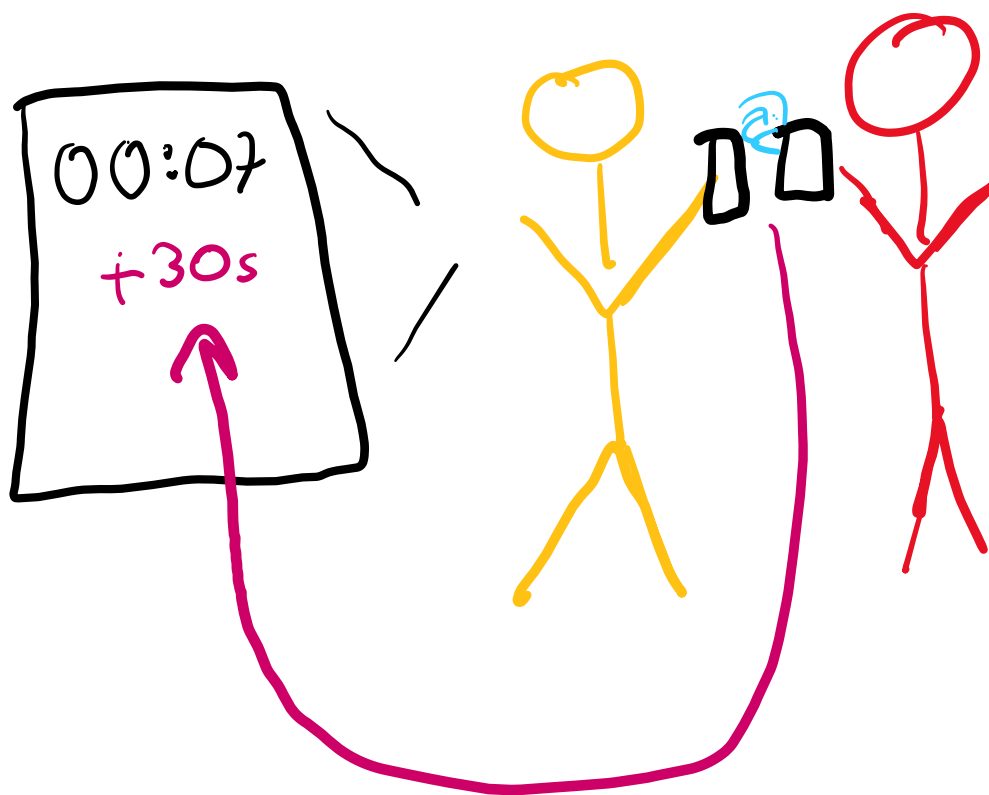
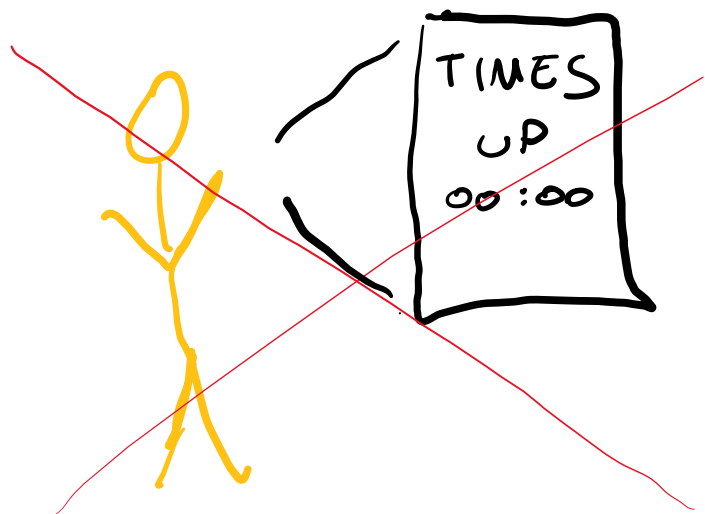


Only visible to Yellow and Blue.

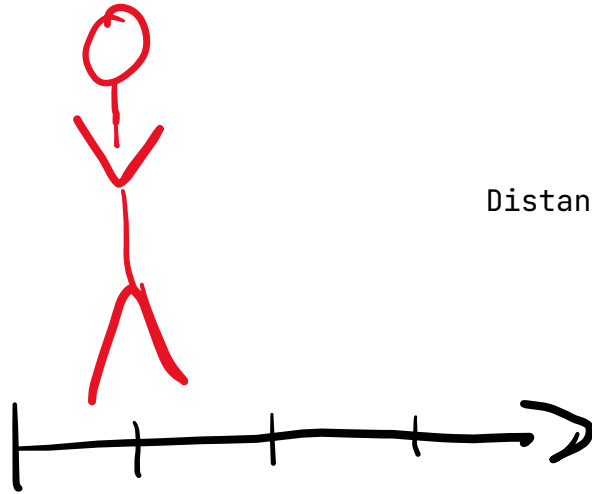


Red and Yellow walk together.

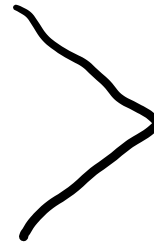
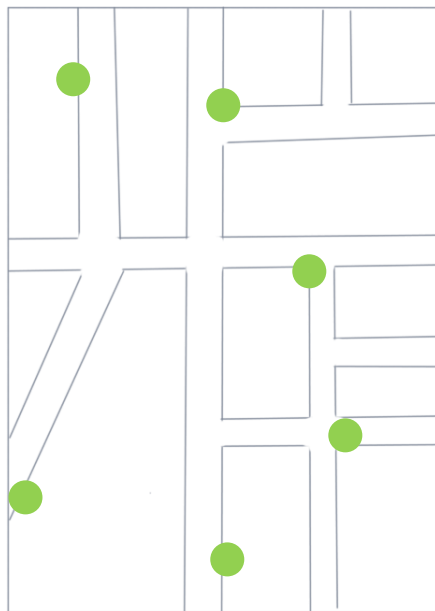
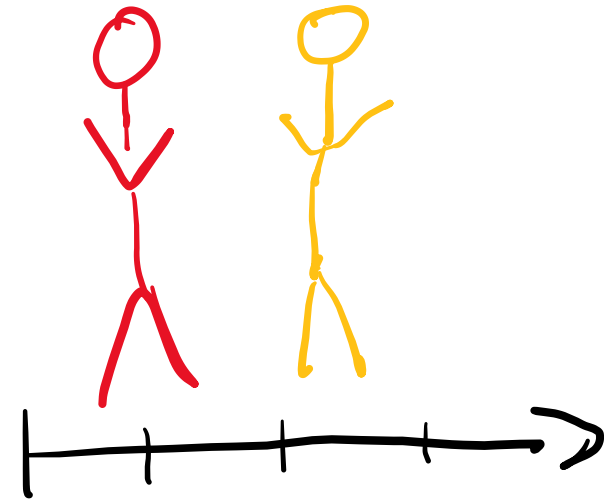
Only visible to Red and Green.



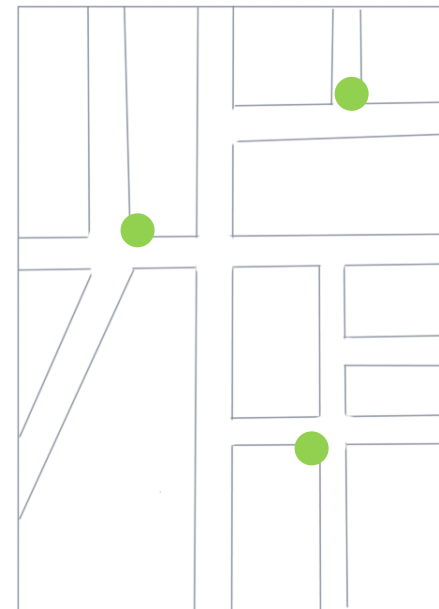
Scores



Distance alone and together.



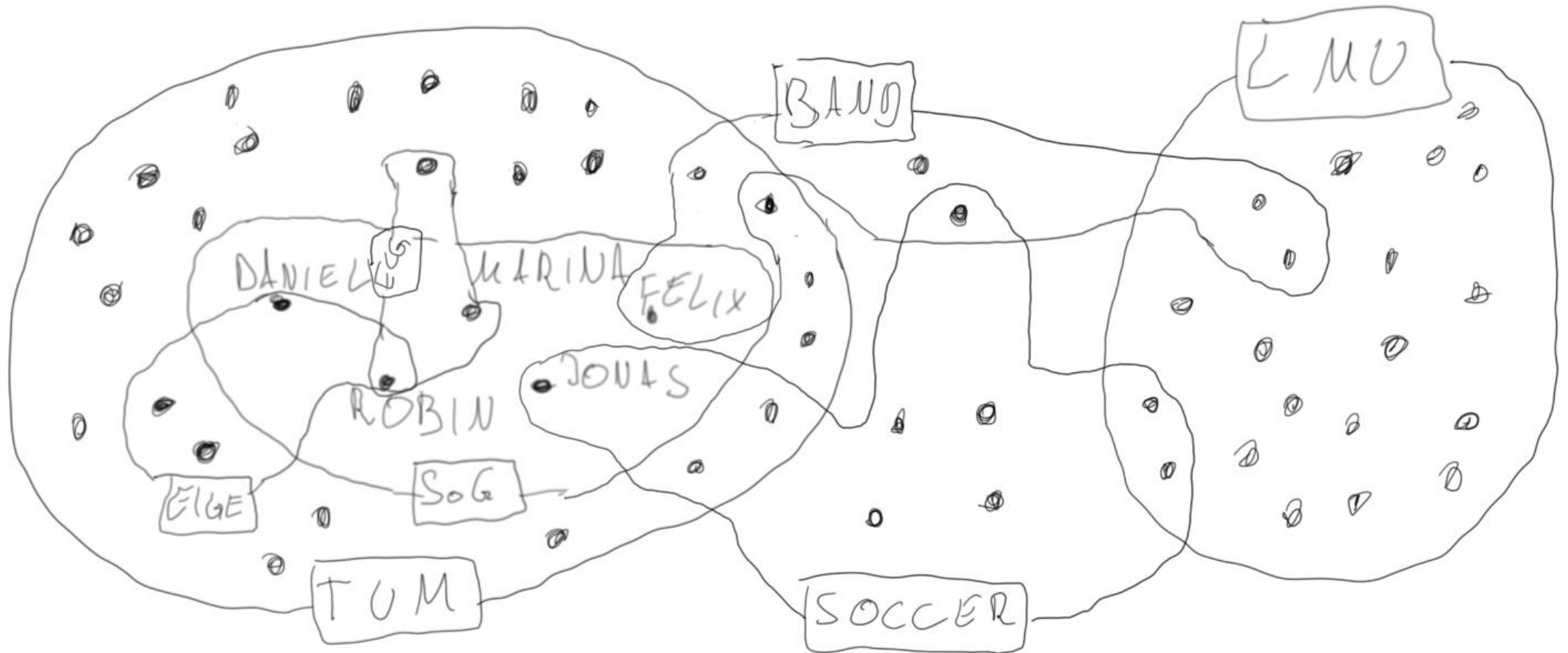
points collected.



Pathfinder

Detail- Sketches

Network created by user input or tools like sherlock

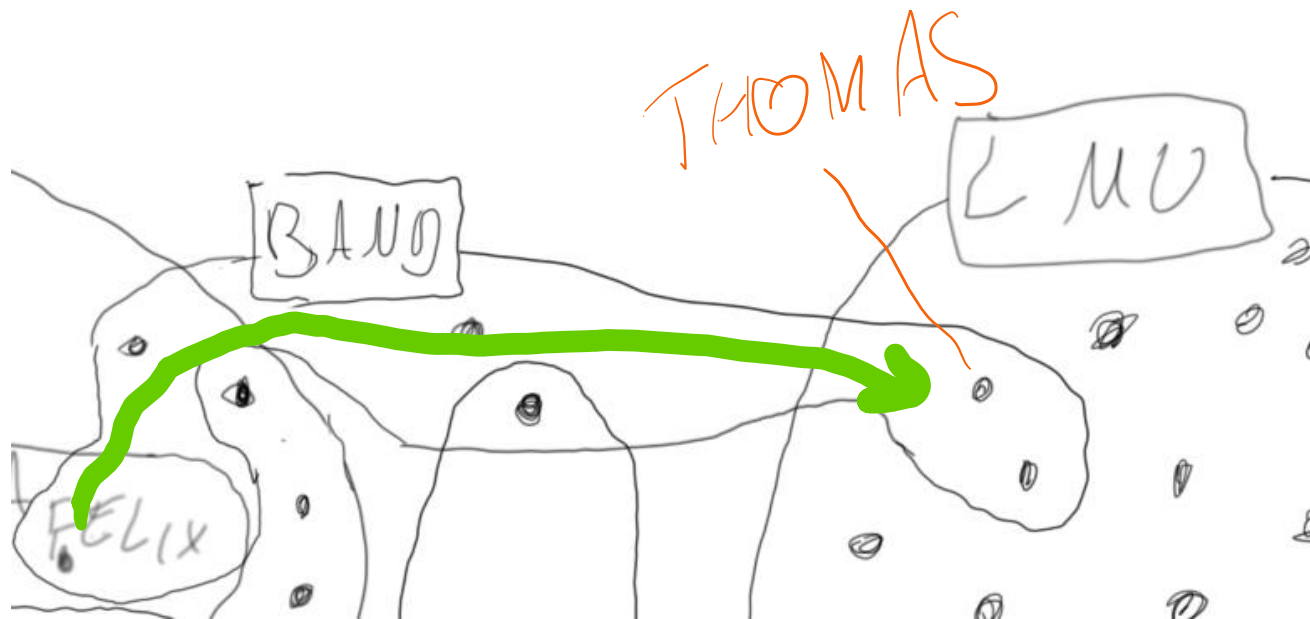


the player is presented with other users nearby based on a suitable path in the network (low „erdos number“)

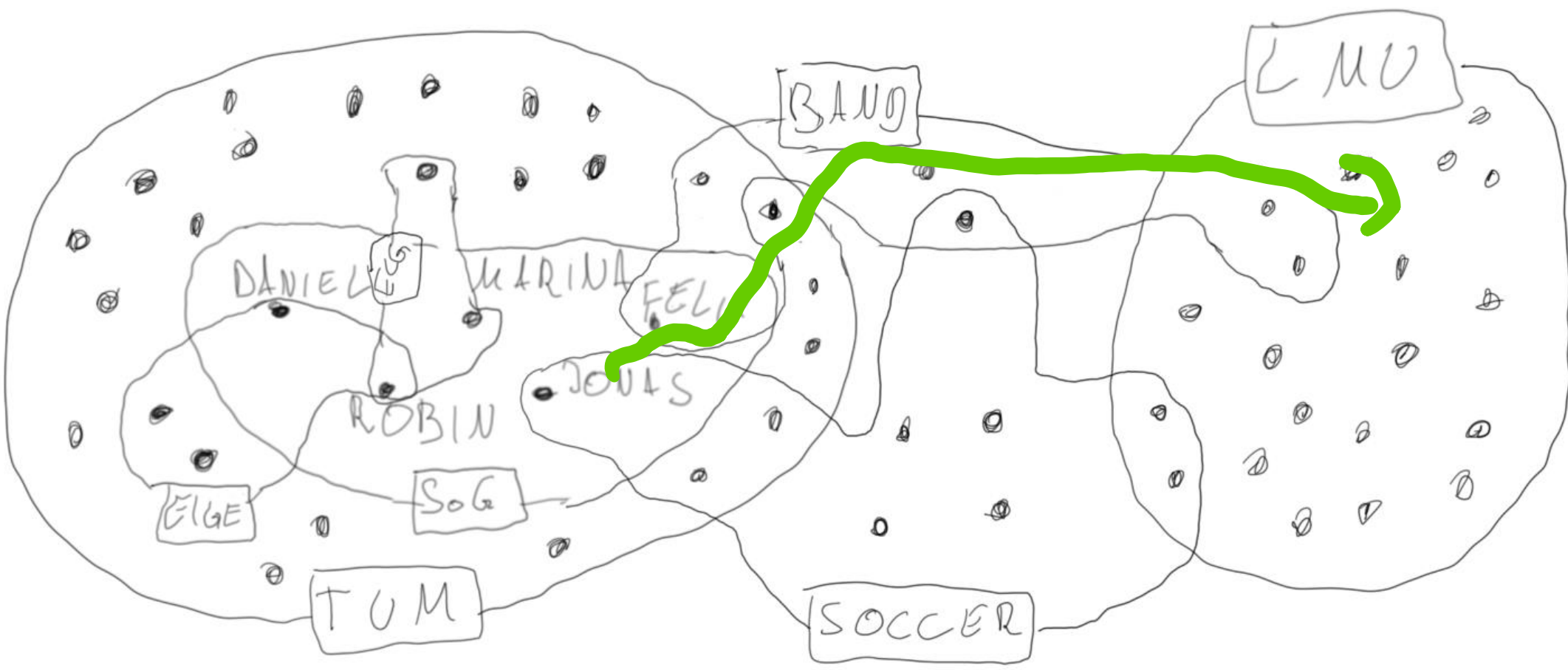




Jonas knows Felix from the social gaming course.



Felix knows Thomas because they are in a Band together.



Afterwards, the network can be extended to allow new connections.

