Bike Match
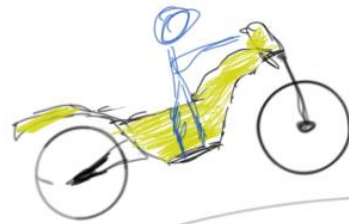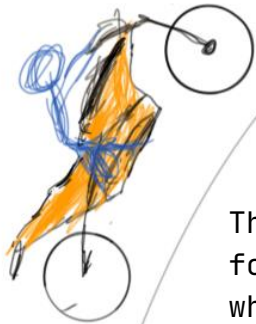
Motorcyclists with varying experience but similar

bikes get matched together and can meet on a map.

Additionally, to the fun of riding their bike, players get motivated by seeing the distance spent with their new friends on a leaderboard (tracked by GPS).
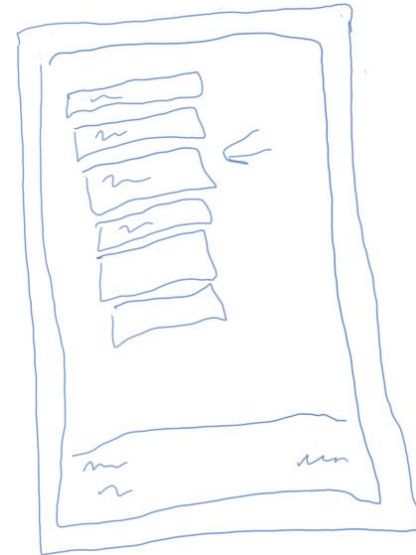
G310GS
4 months
exp.

F800GS1
6 years
exp.

By following the inexperienced riders can learn for example how to lean and accelerate in turns.

This is different than being followed by a driving instructor, who just tells you what to do.
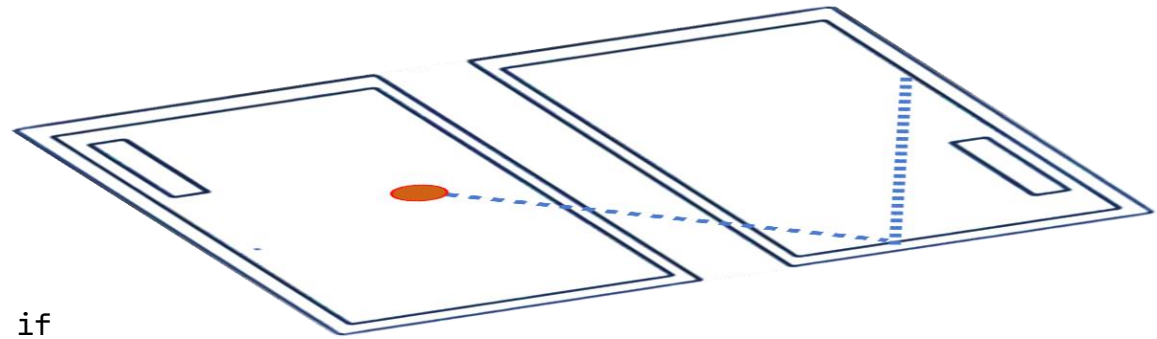
Restaurant- Working title

Players can see restaurants on a map and can choose one.
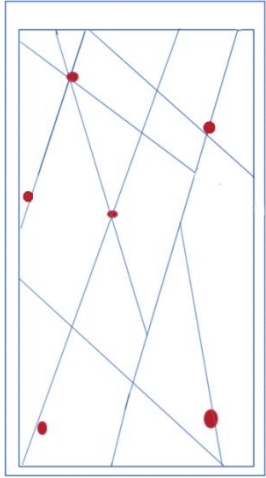
Other users can see that
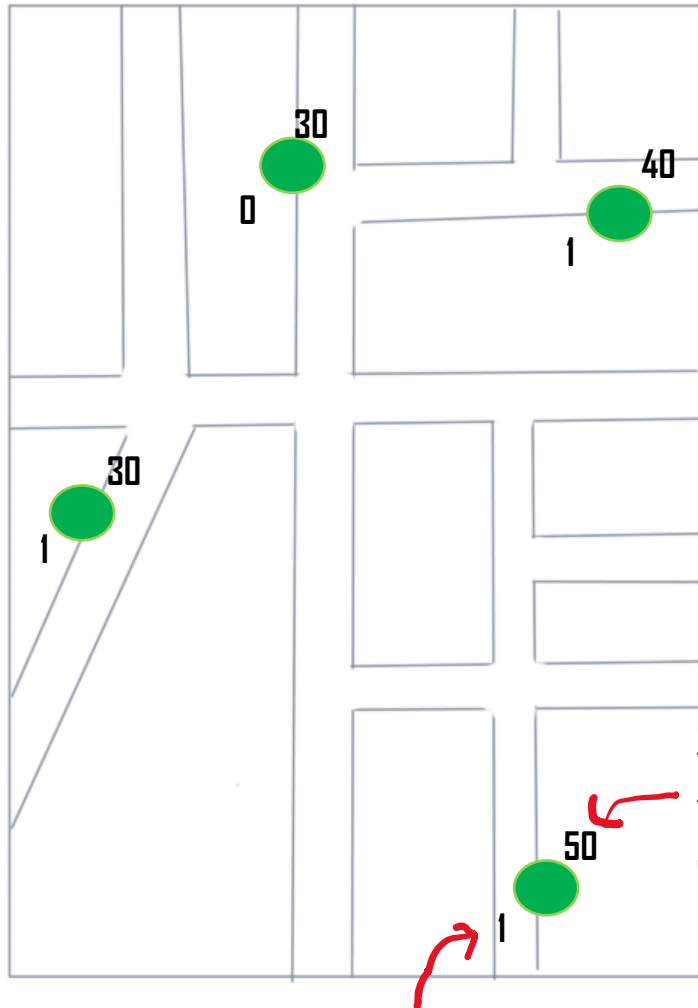someone is at certain place
and decide to join on a map.

Players can get a discount if
they come together and play a
couple of rounds of the remote-
Bluetooth pong.

Both devices need to be
connected via Bluetooth to
play. Each player has only his
own paddle on their device.
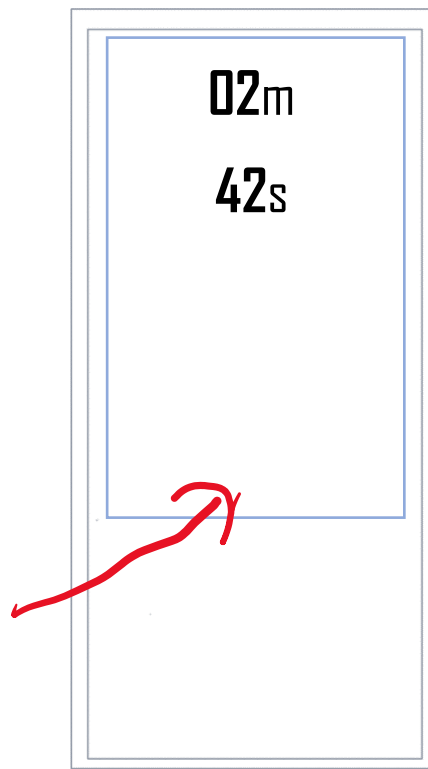
Speed III

Points are placed on a map and the player needs to pass them, to stop a countdown from running out, but the points cannot be passed alone.

**02**m

42s

Countdown on the device.

→ passing a point adds time.

The points get generated according to the position of players nearby that the player knows.

A group of players can choose to walk a bit together, but the game might propose a point nearby that only one can see, so they can split up again to meet other people.

30
0

40
1

30
1

Time values according to the distance of the player.

50
1

Players already on a point or on their way.
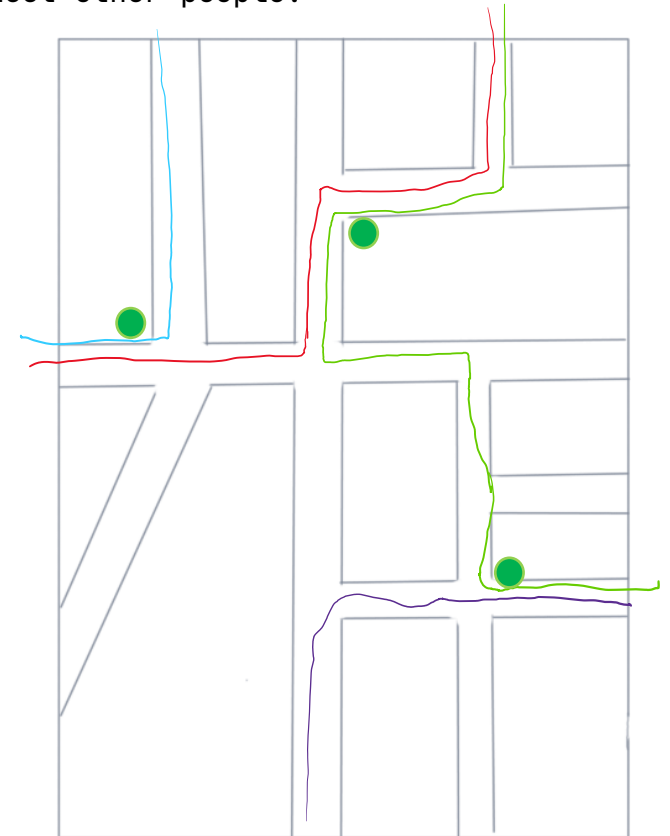
Music Guesser
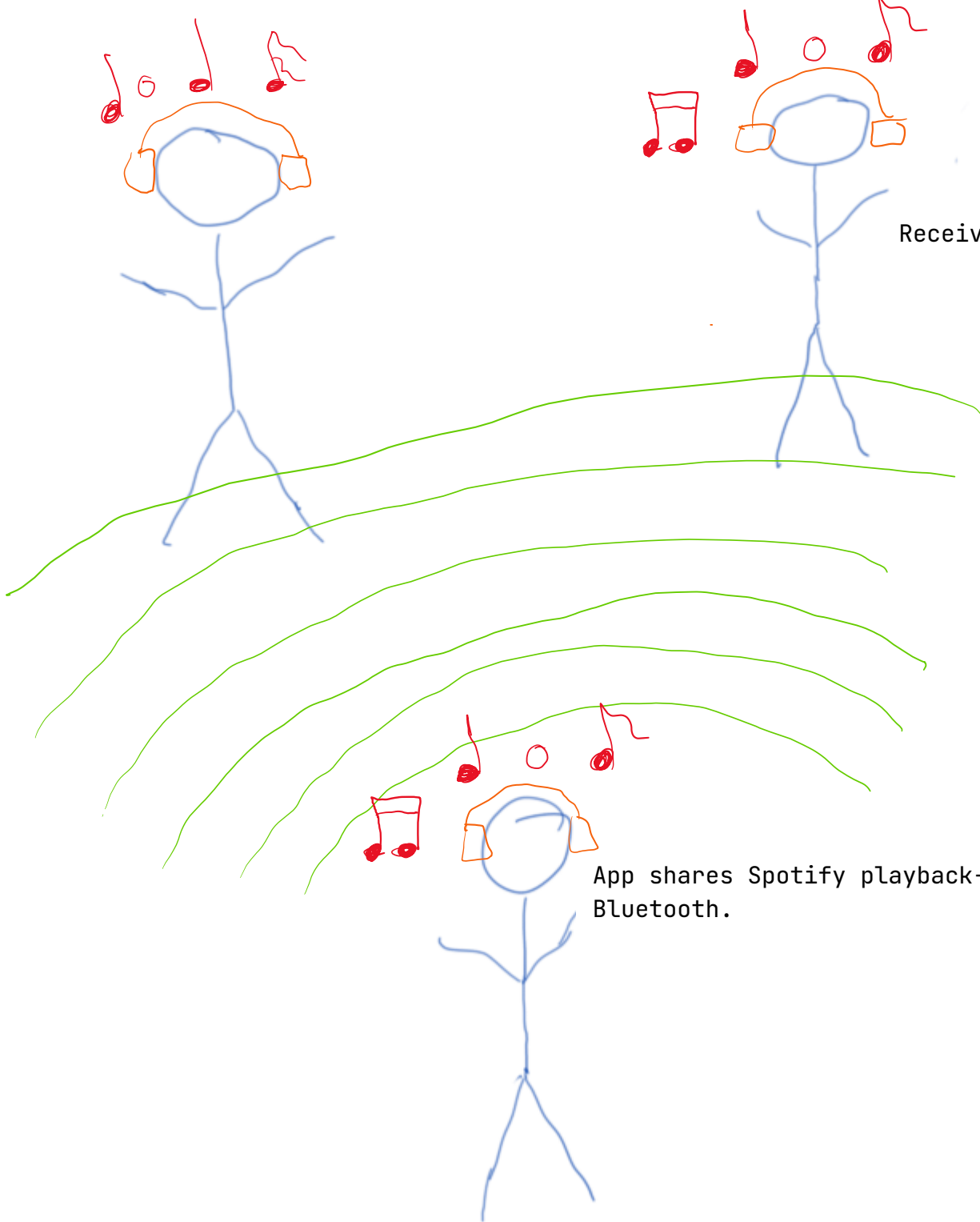
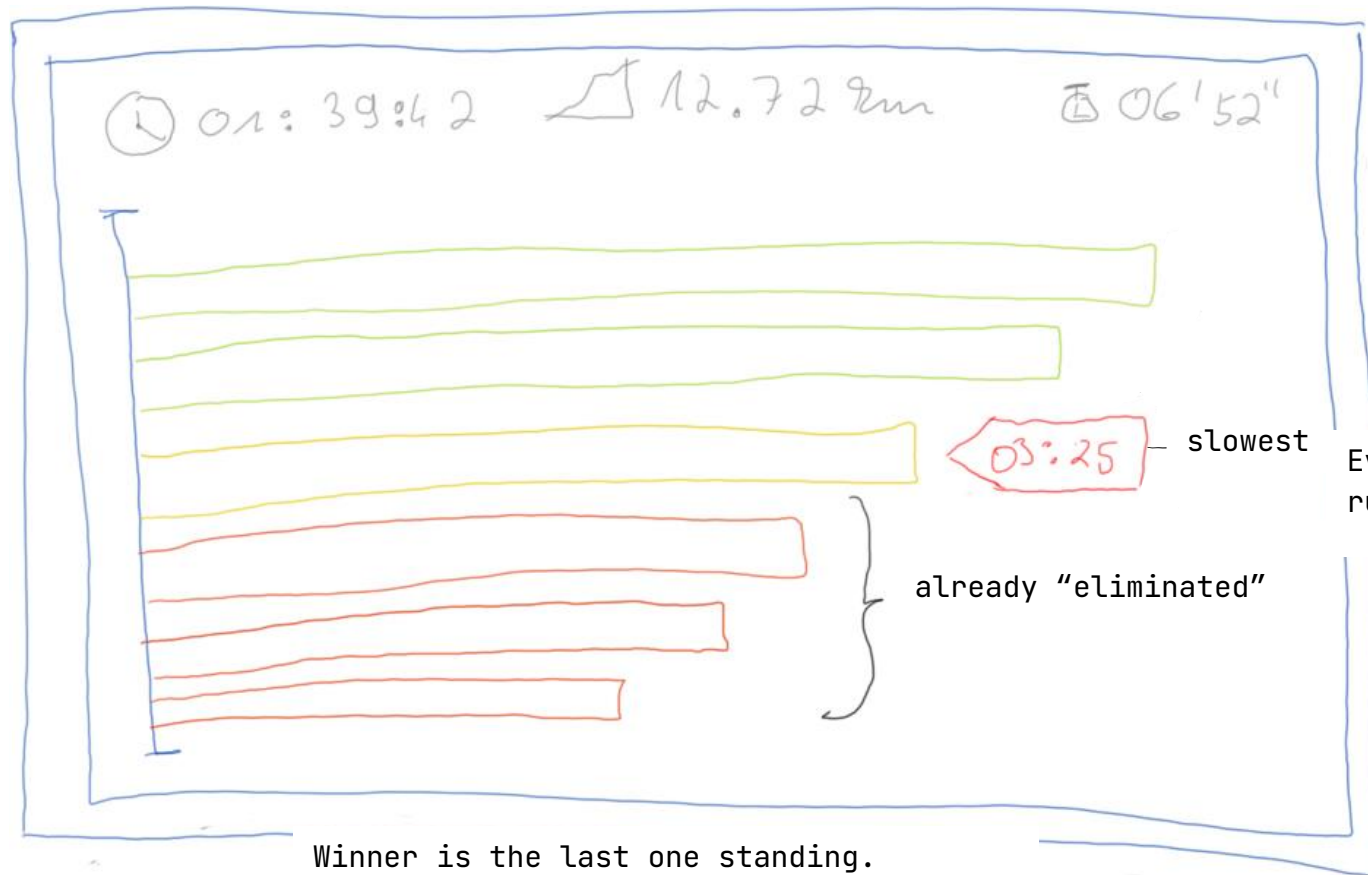Receives playback info → can listen to the same music.

Must guess who they are listening to.
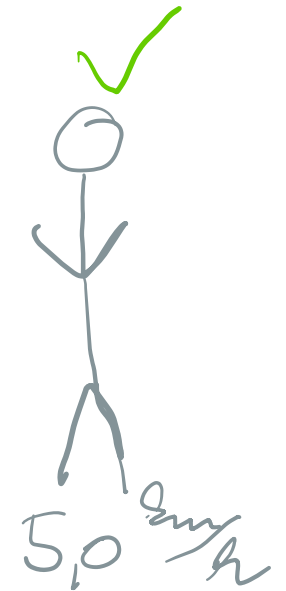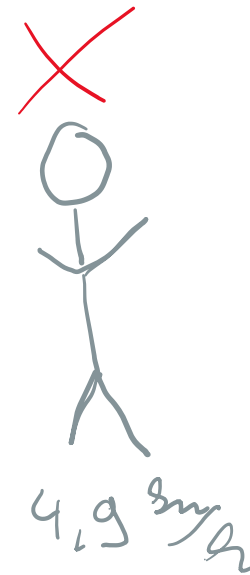
App shares Spotify playback-info via Bluetooth.

The long walk

A group of players get matched according to their location and prior performance. Normally, they get similar opponents but occasionally the difficulty increases.

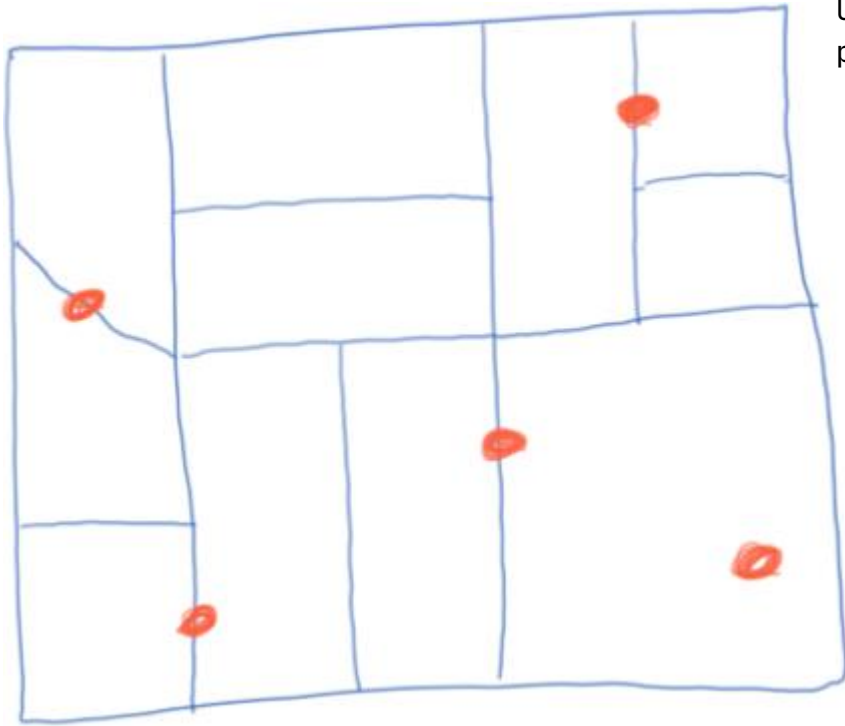Also, if possible, groups consist of subgroups of people who already played together.

⏱ 01:39:42   📐 12.72 km   ⏱ 06'52"

03:25 — slowest

already "eliminated"

Every 20 Minutes the slowest (average) runner also gets "eliminated".

Winner is the last one standing.

QR-Dating

QR-Codes are places all over the city at
public places.

Users get tinder like matches with
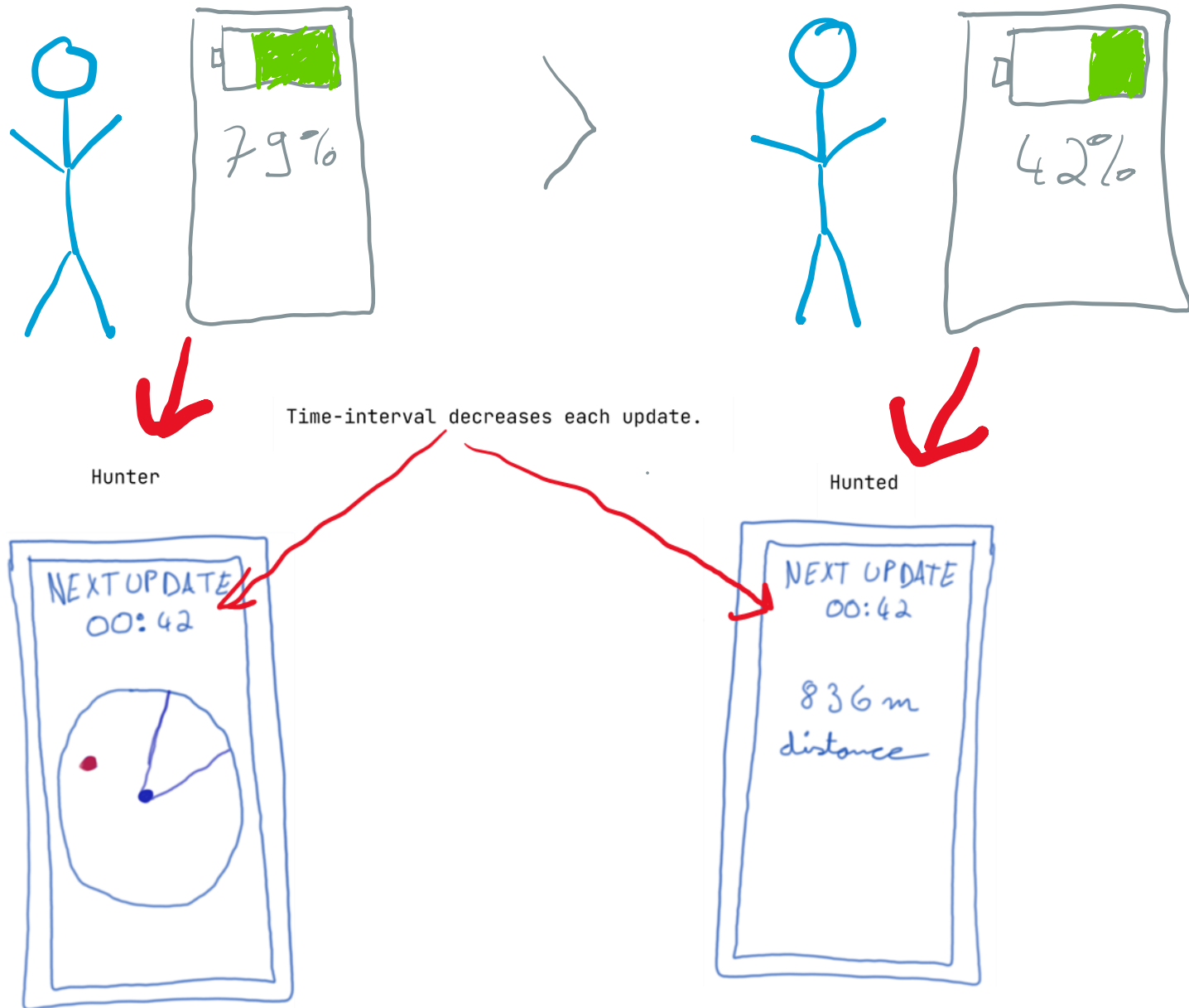people who scan the same places.
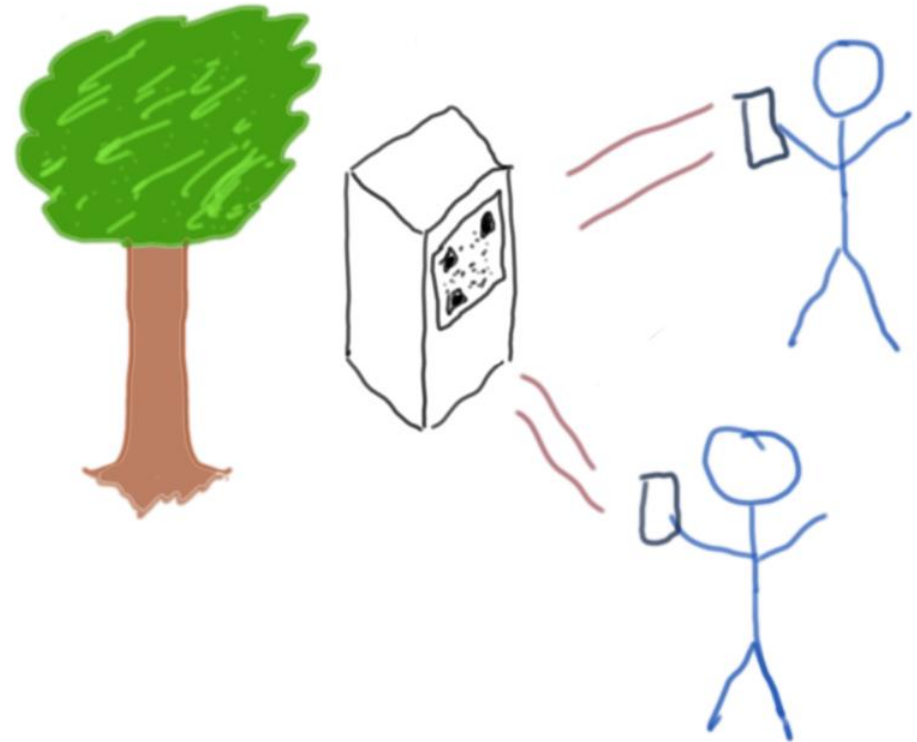
Once matched users meet at the place
they got matched.

If they want to meet again, they can
scan the QR code at the same time.

Hunter-Hunted

Two players at a certain distance get matched with each other.

Hunter

Time-interval decreases each update.

Hunted

NEXT UPDATE
00:42

NEXT UPDATE
00:42

836 m
distance

If the hunter closes in on the hunted before the time runs out, they win.

Pathfinder

The users get arranged in a network that uses relations and interests.

BAND

LMU

DANIELLE MARINA FELIX

ROBIN JONAS

ELGE SoG

TUM

SOCCER
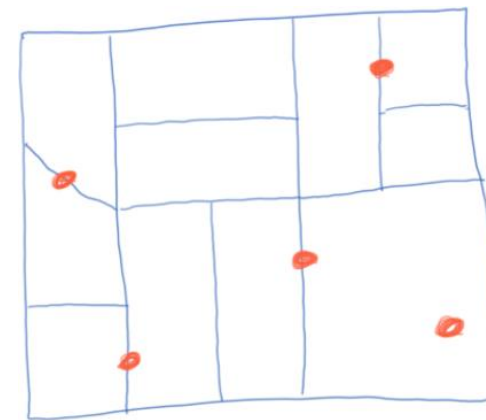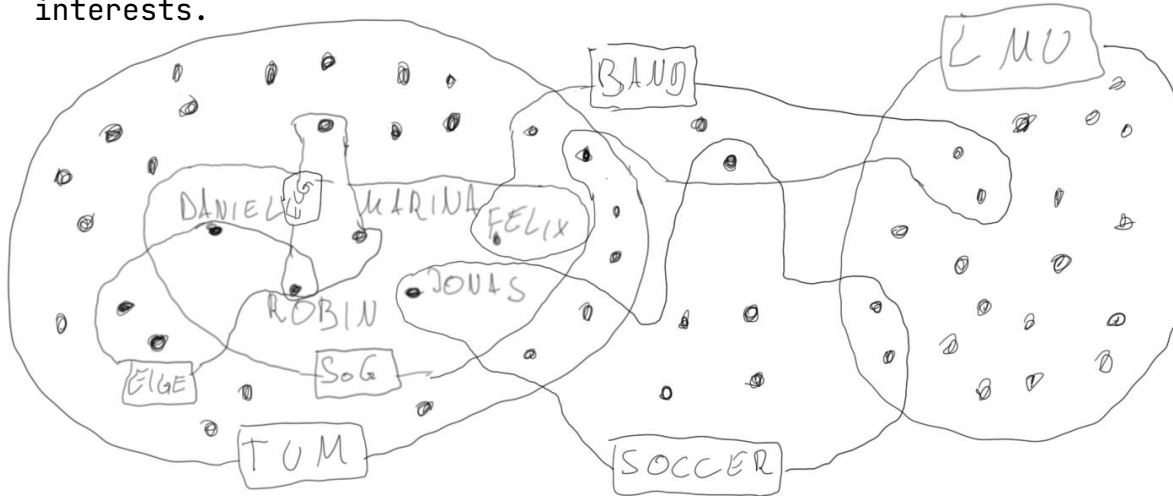
The player is presented with other users nearby based on a reasonable path in the network (low „erdos number").
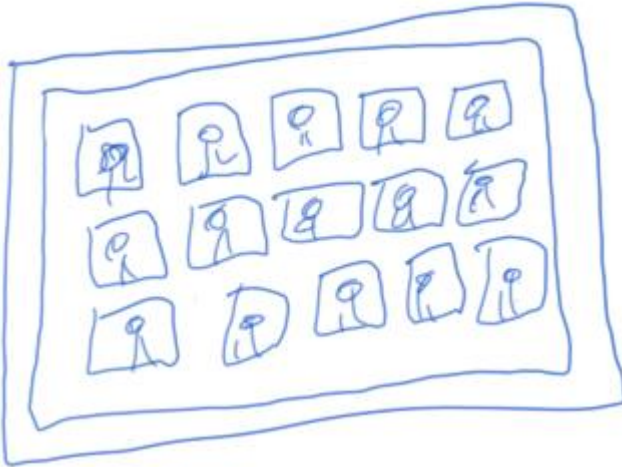
Now they can meet and try to find out how they are „related".
If they choose to or struggle, the app can help them.

JONAS

Do you know somebody who likes music?

Is somebody you know studying Games Engineering at TUM?

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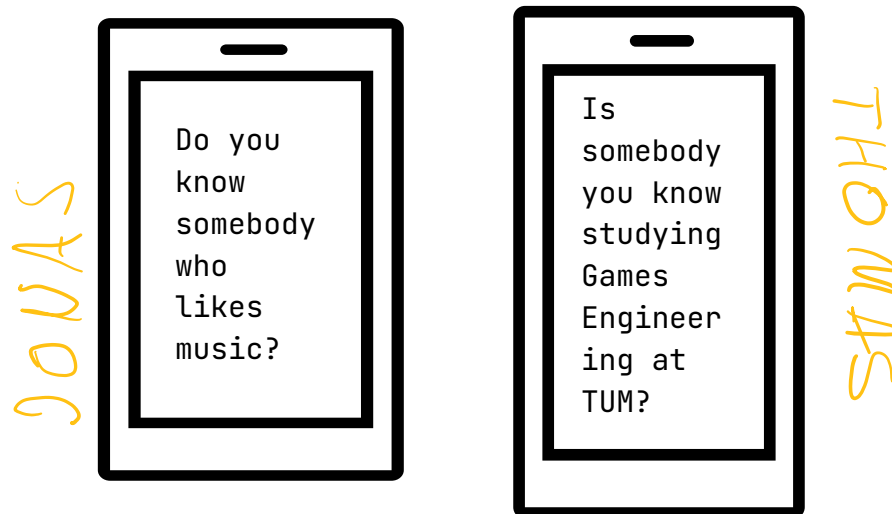
Afterwards, the network can be extended to allow new connections.

Guess Who

Guess Who with friends.

Each player gets
presented with a list
of their friends from
which they select one.

By asking yes and no
questions, the players
try to find out who
selected who.

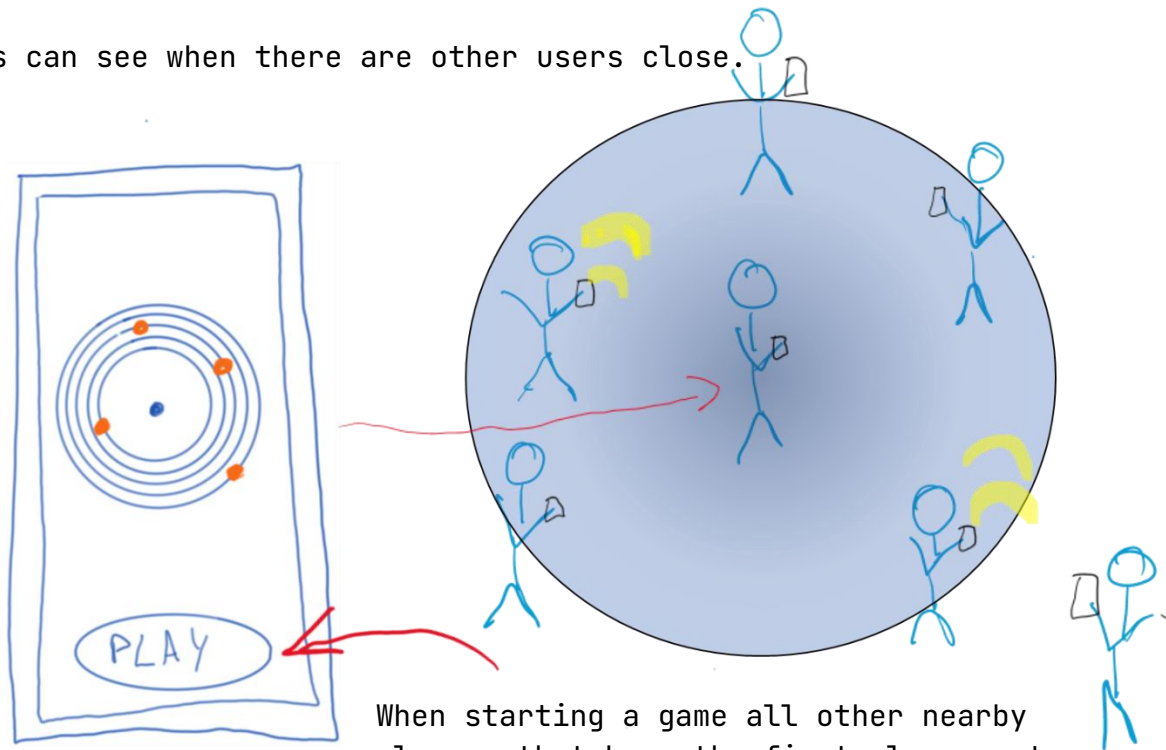"Does your person wear
glasses?"

"No, they don't!"

Game initiation

Nearby

Users can see when there are other users close.

PLAY

When starting a game all other nearby players that know the first player get notified (ringing)

The team must fight enemies in an AR game.