The Pursuit

Next genegration of hide and seek

Nintendo Land: Mario Chase

The Pursuit is

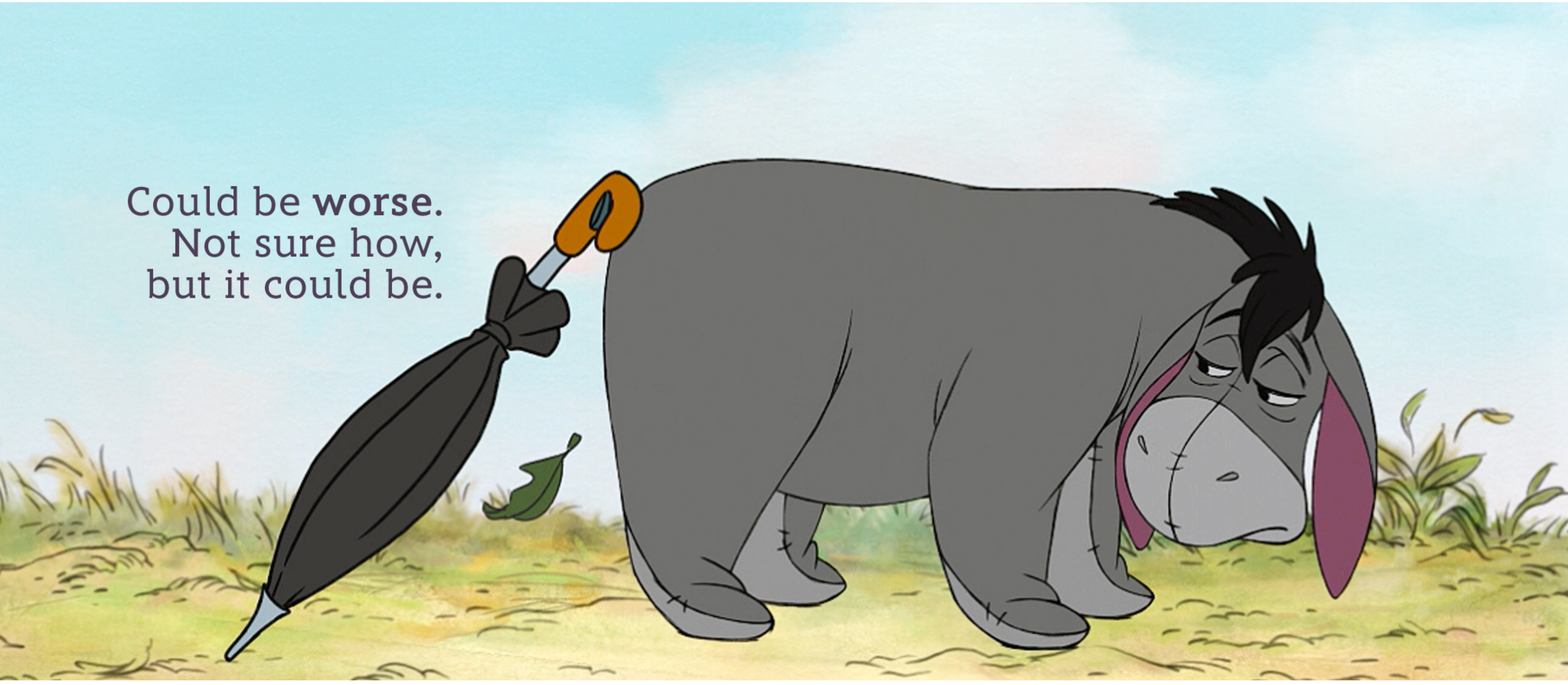
- ☞ Agmunted reality
- ☞ Mobile
- ☞ Multiplayer

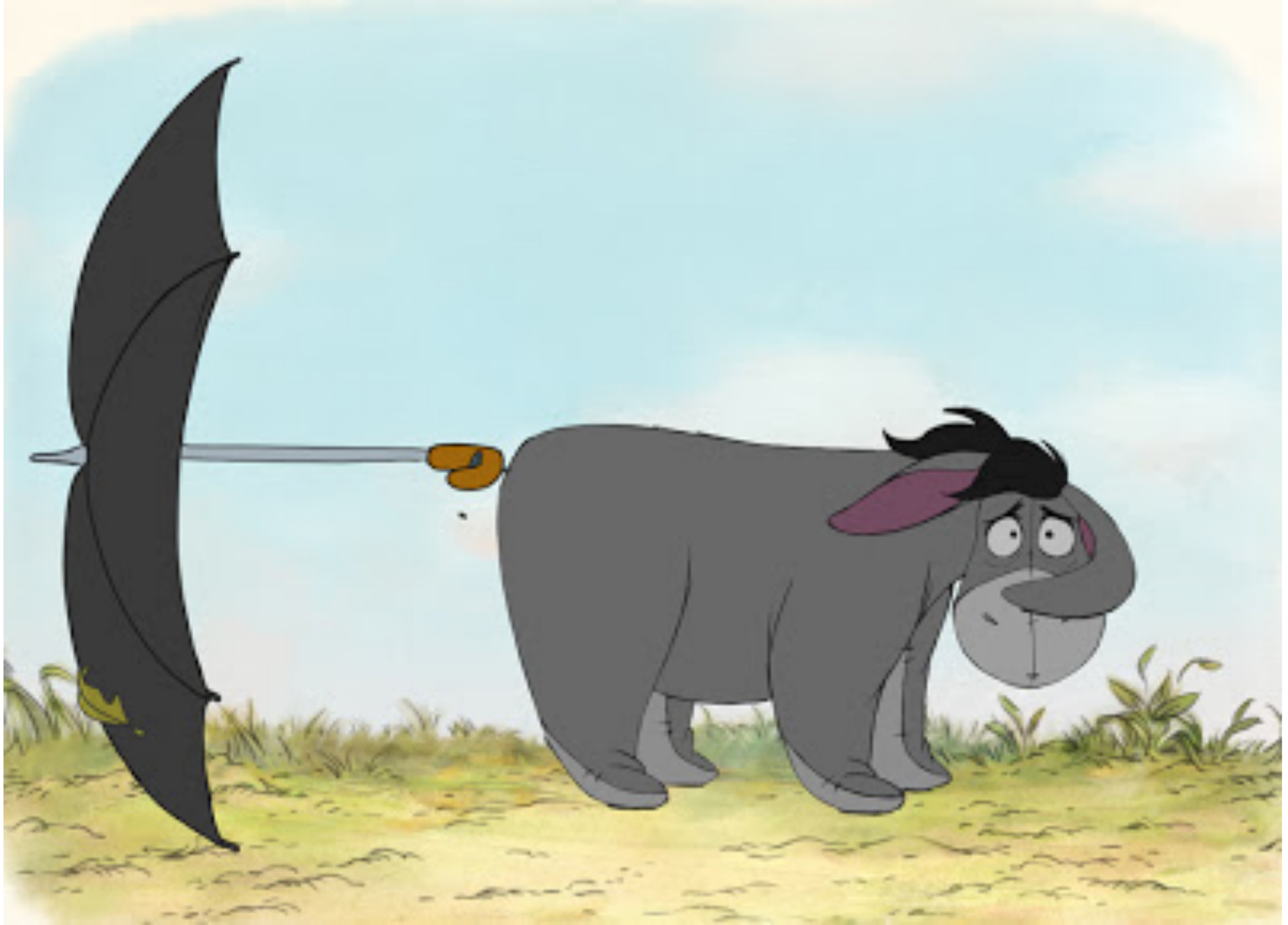
Problems?

- ☞ How should the devices communicate?
- ☞ What are resonable rules for the game?
- ☞ What is good interface desing?
- ☞ Hoe mouch can we affect the battery and data traffic?
- ☞ And so on...

Bulding the server

Google App Enige


Could be **worse**.
Not sure how,
but it could be.

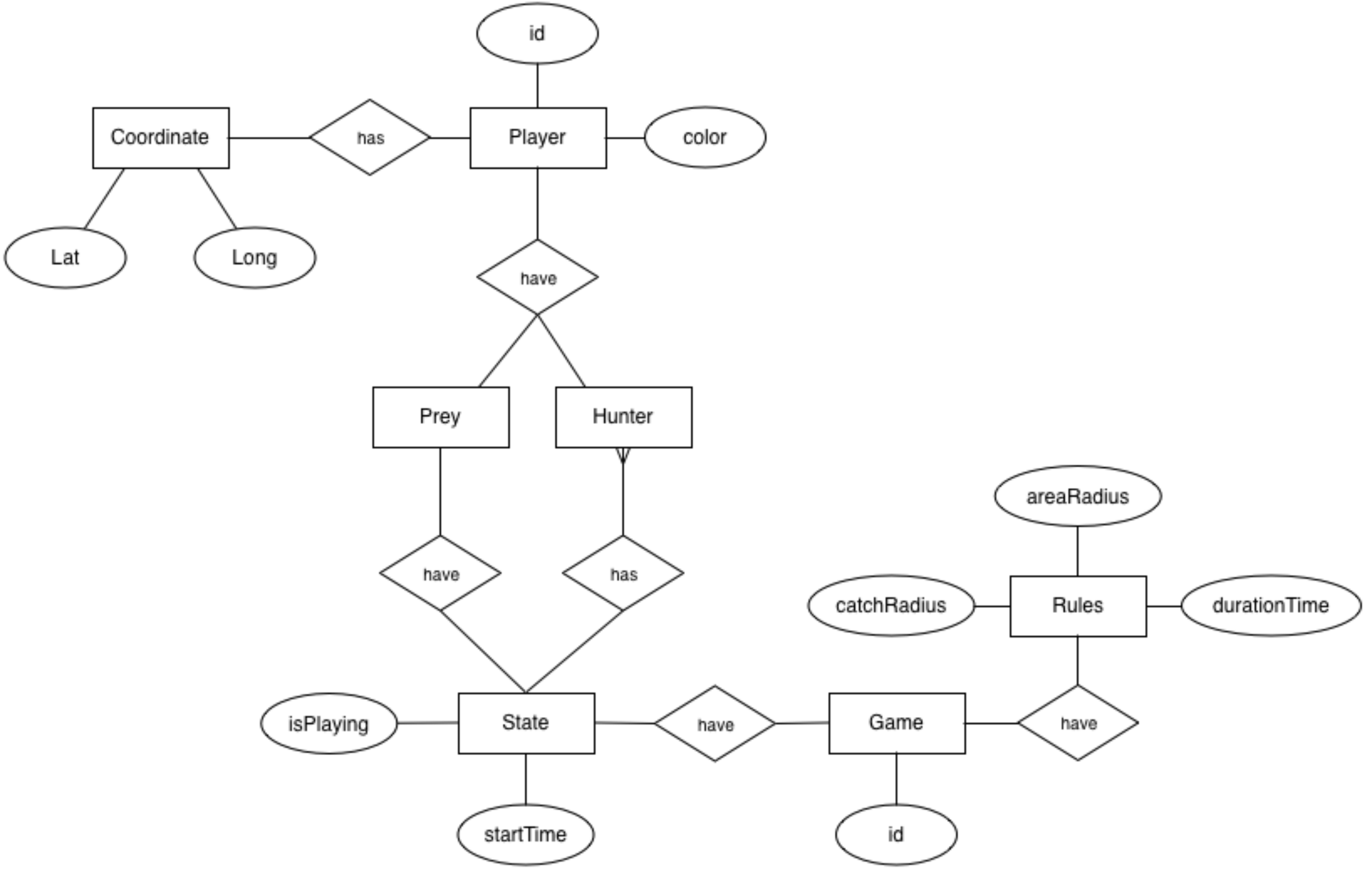


Parse

As soon as
I saw you,

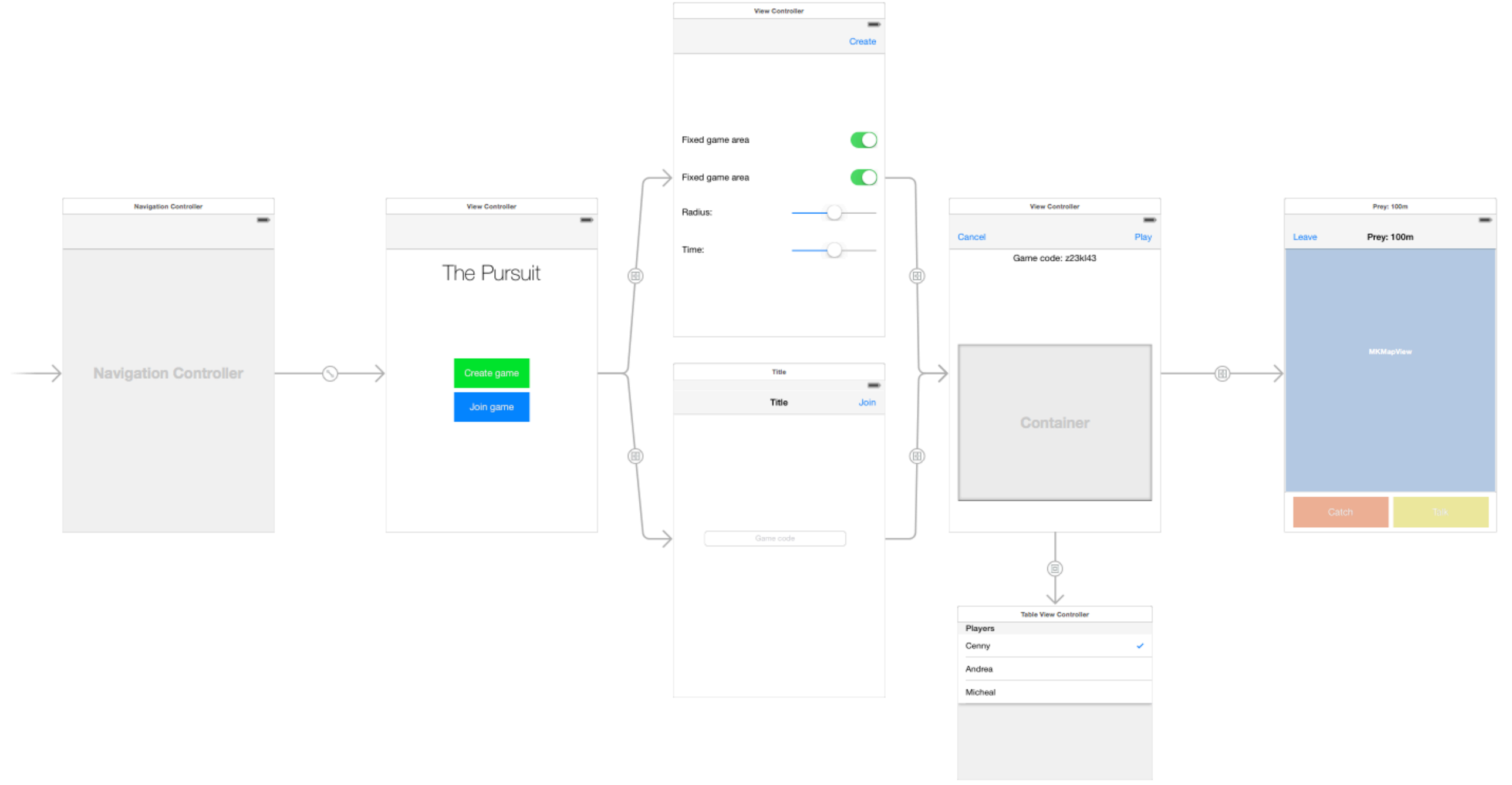
I knew an adventure
was going to
happen.

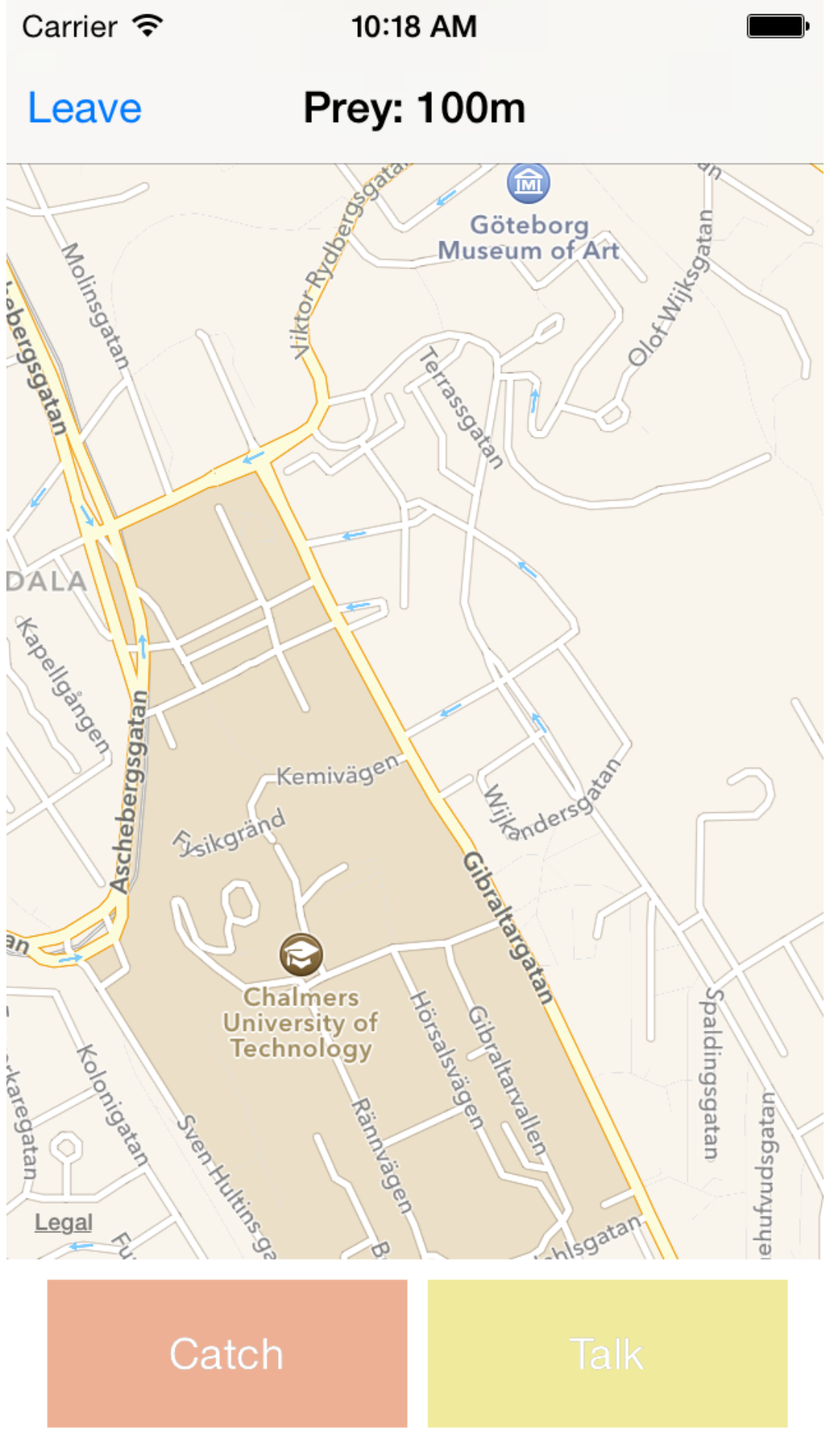
- Winnie the Pooh

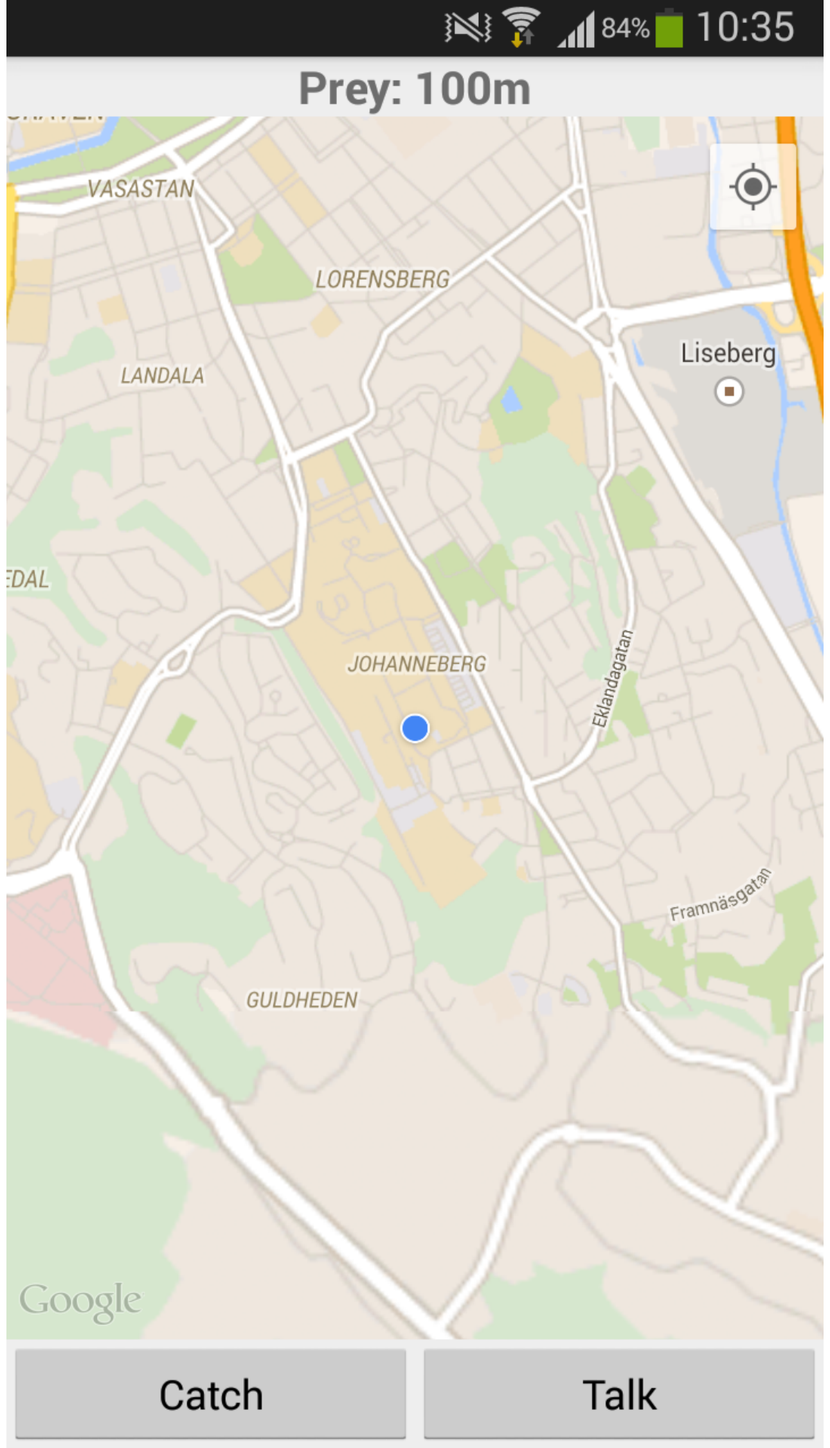

id
Coordinate
has
Player
color
Lat
Long
have
Prey
Hunter
areaRadius
have
has
catchRadius
Rules
durationTime
isPlaying
State
have
Game
have
startTime
id

cloud
code

Building the applications


Navigation Controller
Navigation Controller
View Controller
The Pursuit
Create game
Join game
View Controller
Create
Fixed game area
Fixed game area
Radius:
Time:
Title
Title
Join
Game code
View Controller
Cancel
Play
Game code: z23kl43
Container
Table View Controller
Players
Cenny
Andrea
Micheal
Prey: 100m
Leave
Prey: 100m
MKMapView
Catch
Talk


Carrier
10:18 AM
Leave
Prey: 100m
Göteborg
Museum of Art
Molinsgatan
Viktor Rydbergsgatan
Olof Wijksgatan
Terrassgatan
Aschebergsgatan
Kapellgången
Kemivägen
Fysikgränd
Wijkanders gatan
Gibraltargatan
Chalmers
University of
Technology
Hörsalsvägen
Gibraltarvallen
Spaldingsgatan
Kolonigatan
Sven Hultins gata
Rännvägen
Legal
Catch
Talk


84%
10:35
Prey: 100m
VASASTAN
LORENSBERG
LANDALA
Liseberg
JOHANNEBERG
Eklandagatan
Framnäsgatan
GULDHEDEN
Google
Catch
Talk

LOONEY TUNES
LEON SCHLESINGER
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