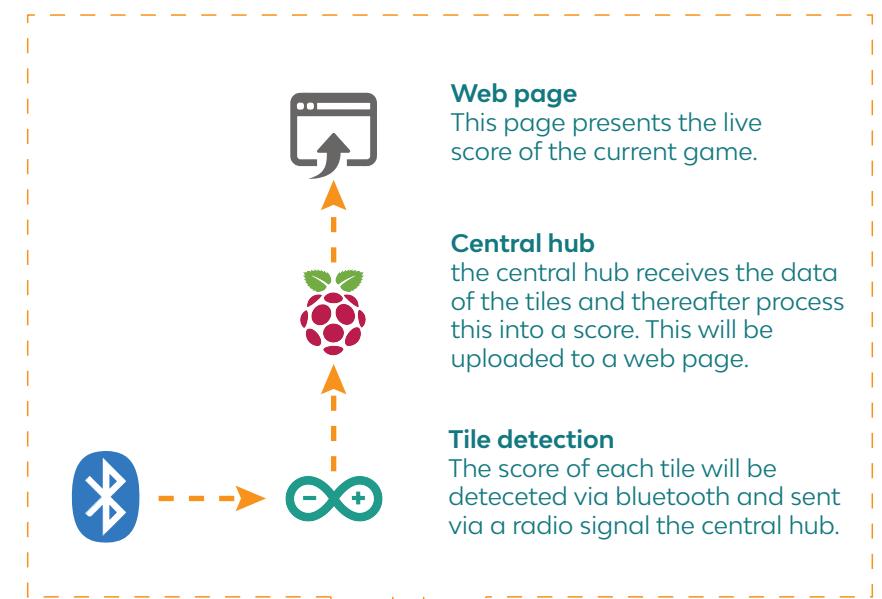
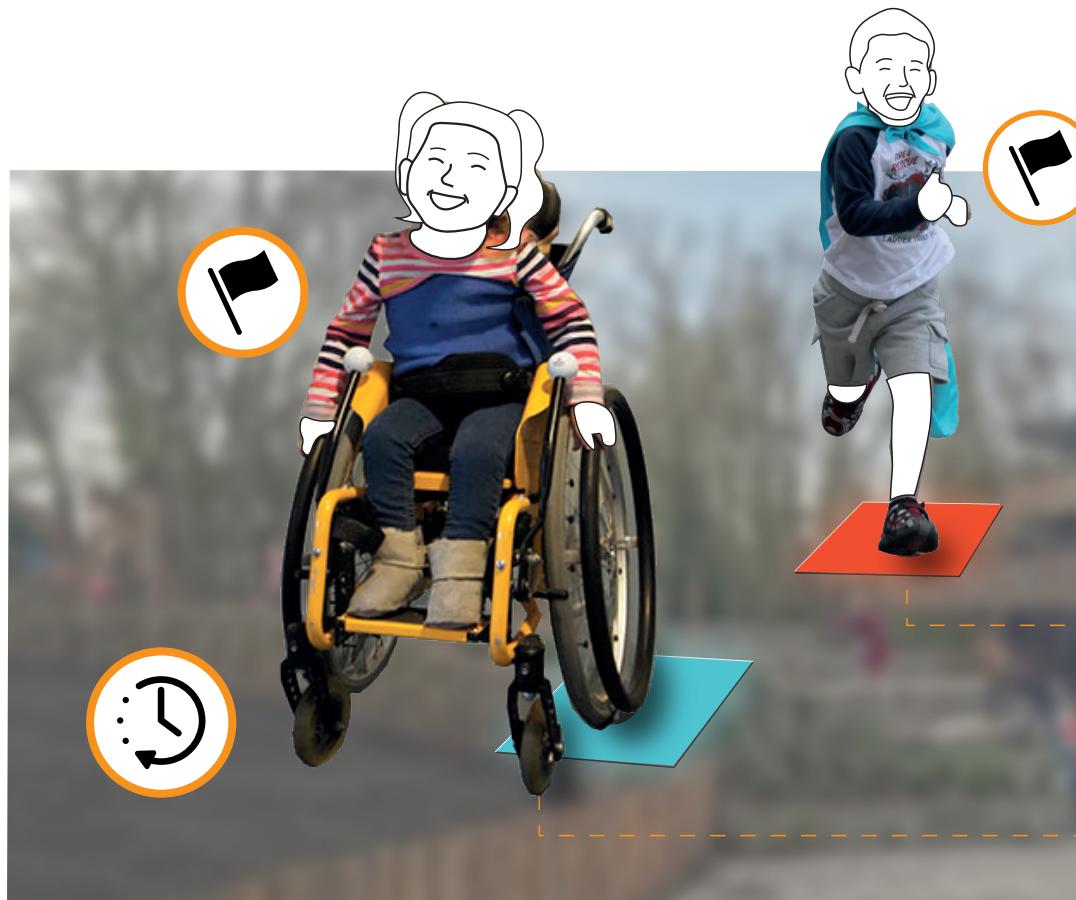


CAPTURE LAND!

The goal is to capture as many lands as possible within the given time. This game can be played by pedestrians and wheelchair users. The kids in the wheelchair will have stronger capture powers which gives an advantage to team.

At the start of the game the tiles will be randomly divided and coloured. When running or rolling over the tiles it changes to the colour of your team. The tile recognizes the players by means of Bluetooth beacons. The score will be sent via Wi-Fi to a live web page.



Web page

This page presents the live score of the current game.

Central hub

the central hub receives the data of the tiles and thereafter process this into a score. This will be uploaded to a web page.

Tile detection

The score of each tile will be detected via bluetooth and sent via a radio signal the central hub.

