



ASSIGNMENT OF BACHELOR'S THESIS

Title: RPG game with augmented reality features - server part
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Instructions

The aim of the thesis is to specify, design, and implement a functional prototype of the server part of a RPG game with features of augmented reality (AR).

1. Create a story line and rules for the game. Consider intensive usage of geolocation and AR features.
2. Formalize the following requirements for the implementation of the server part:
 - the data layer consists of a database engine and a caching,
 - users can use their Google accounts to login and play,
 - the client part provides an API,
 - the communication between client and server parts of the application must be secure.
3. Design the server part of the game.
4. Design a suitable front-end part for server administration.
5. Discuss and choose a suitable implementation platform and related technologies (databases etc.).
6. Implement the functional prototype, document it, and perform suitable testing.
7. Tightly cooperate with Tomáš Zahálka who works on the client part.

References

Will be provided by the supervisor.

Ing. Michal Valenta, Ph.D.
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prof. Ing. Pavel Tvrdík, CSc.
Dean

Prague March 6, 2017

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FACULTY OF INFORMATION TECHNOLOGY
DEPARTMENT OF SOFTWARE ENGINEERING



Bachelor's thesis

Location-based Role Playing Game

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Supervisor: Ing. Miroslav Balík, Ph.D.

June 5, 2017

Acknowledgements

I would like to thank myself for doing this. I am an awesome and humble person. With great power comes great responsibility and no one else is as good or worthy as I am to be thanked. Ave Kuba!

Declaration

I hereby declare that the presented thesis is my own work and that I have cited all sources of information in accordance with the Guideline for adhering to ethical principles when elaborating an academic final thesis.

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In Prague on June 5, 2017

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Abstrakt

Hvzdy jsou krásné, protože je na nich květina, kterou není vidět. Pouze je krásná právě tím, že někde skrývá studnu. A je to dle, hvězdy nebo pouze, to, co je dle krásnými, je neviditelné!

Klíčová slova #deep, #thoughtoftheday, #follow4follow

Abstract

Place the 2 cups of crushed ice into a cocktail shaker. Pour the rum, lime juice, and simple syrup over the ice, cover, and shake well. Remove the ice from your serving glass and strain the drink into it. Serve immediately.

Keywords Daiquiri, Cocktail, Rum, Cuba

Contents

Introduction	1
1 Project overview	3
1.1 Project timeline	3
1.2 Specification and features	3
2 Analysis	5
2.1 Similar solutions	5
2.2 Use Cases	6
2.3 Requirements	10
2.4 Technology	14
3 Design	19
3.1 Server-Client communication	19
3.2 Security	19
3.3 Architecture	19
3.4 Deployment Diagram	19
3.5 Database Model	19
4 Geo-data mining	23
4.1 Methodology	23
4.2 Output	23
5 Implementation	25
6 Deployment	27
7 Testing	29
7.1 Unit testing	29
7.2 Pre-alpha version	29

7.3	Alpha version	29
7.4	Beta version	29
7.5	Release	29
7.6	User feedback	29
Results		31
Bibliography		33
A Acronyms		35
B Contents of enclosed CD		37

List of Figures

2.1	Use Case Diagram – Actors	6
2.2	Use Case Diagram – Client’s authentication	7
2.3	Use Case Diagram – Player’s actions	8
2.4	Use Cases: Miscellaneous	9
2.5	Use Cases: Administration	10
3.1	Deployment diagram for the game	20
3.2	Diagram of the database structure implemented on the server . . .	21

List of Tables

2.1	Comparison of popular relational DBMS [2]	14
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Introduction

The world of mobile devices is quickly evolving. Smartphones and tablets are becoming more and more powerful and not only in terms of computational power and available memory. Mobile devices nowadays are packed with various sensors. It is possible to integrate data from GPS (Global Positioning System), accelerometer, gyroscope, magnetometer, and camera to quickly determine devices position and orientation. This opens us doors to augmented reality. In my bachelor thesis, I, in cooperation with Tomáš Zahálka, will create a mobile game for Android which will utilize elements of augmented reality. The game is set in a fantasy world and its genre is RPG (Role Playing Game).

Project overview

1.1 Project timeline

1. **Analysis** – finished by the end of February
2. **Design** – finished by the end of March
3. **Implementation** – finished in the middle of May
4. **Testing** – begins with implementation and will be finished by the end of May
5. **Releases**
 - a) **Pre-alpha** - 16. 4. 2017
 - b) **Alpha** - 30. 4. 2017
 - c) **Beta** - 14. 5. 2017
 - d) **Final** - 1. 6. 2017

1.2 Specification and features

The content of this section is temporary.

1. Bare minimum
 - Zobrazení pohybu hráe po map
 - Generování monster
 - Generování budov
 - Interakce s herními objekty
 - Ukládání postupu, stavu postavy
 - Inventá

1. PROJECT OVERVIEW

- Statistiky

2. Should be there

- Mise, úkoly
- Multiplayer
- Skill systém
- Dialogy

3. Nice to have

- Navigace k objectives
- Trading
- Tutorial
- ástená offline podpora

Analysis

2.1 Similar solutions

2.1.1 Parallel Kingdom - Age of Ascension

This game was on market for 8 years (2008-2016). Parallel Kingdom is a closest solution to ours.

Parallel Kingdom is a mobile, location based, massively multiplayer game that uses GPS location and Google Maps to place users in a virtual world. Parallel Kingdom is the first location based RPG for the iOS and Android platforms. The game is set in a virtual world or Parallel Kingdom where users claim their territories based on their GPS location or by making friends who invite them to travel to new places. Parallel Kingdom is a freemium game and utilizes a virtual goods revenue model.

2.1.2 Ingress

Developed by Niantic, which was then part of Google, this game was released in 2013 for Android and in 2014 for iOS.[4] It is a location based, massively multiplayer game. A player have to choose one of the two factions, Enlightened or Resistance, and then as a part of his team capture regions of the game map. A faith of each faction relies on players cooperation. Thanks to that players meet in real life and coordinate their actions.

Ingress was the first very successful augmented reality game with more than 10 000 000 installs.

2.1.3 Pokémon GO

After its success with Ingress, Niantic started working on a new game Pokemon GO. Once released, the game became incredible hit. Even though the game faced many problems during its launch, mainly caused by the unexpected success and more active users than Pokémon GO was able to handle, in the

2. ANALYSIS

first 80 days Pokémon GO reached about 550 millions downloads and earned about \$470 million.

The game is very similar to Ingress and uses the same crowd-sourced geographical data.

2.2 Use Cases

2.2.1 Actors

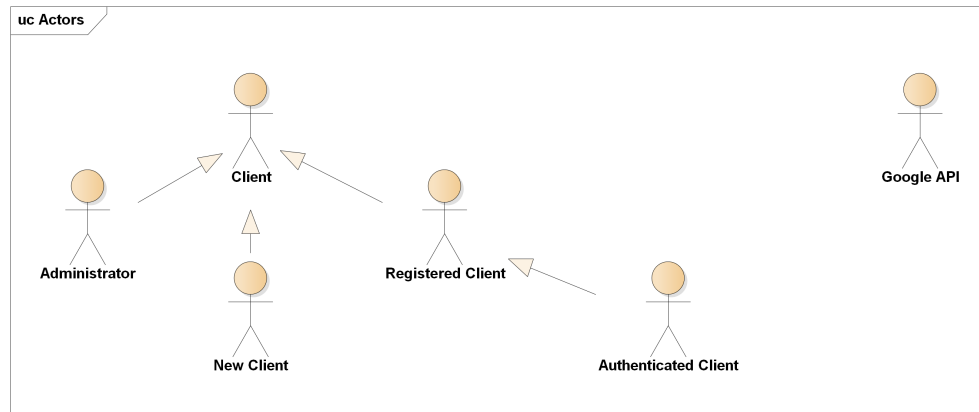


Figure 2.1: Use Case Diagram – Actors

Actor is a role played by a user or other system that interacts with the server. The most general role is *Client* and anyone who accesses the server through API is considered to play either this role or any of its children. From now on, the terms client and user will be used interchangeably. Refer to Figure 2.1 for the role hierarchy.

Administrator is a client who has privilege to create and maintain the functionality of the game. *New Client* is a user who is not yet registered and probably accesses the game for the first time. *Registered Client* is the default role for a user who already has a valid account but is not logged in. Lastly, *Authenticated Client* has all the required privileges to play the game. This client will be referred to as *player*. The last main actor is Google API which provides the access to Google services.

2.2.2 Authentication

Authentication use cases user performs to get promoted to more privileged roles. The basic transition flow is *New Client* \rightarrow *Registered Client* \rightarrow *Authenticated Client*. See Figure 2.2.

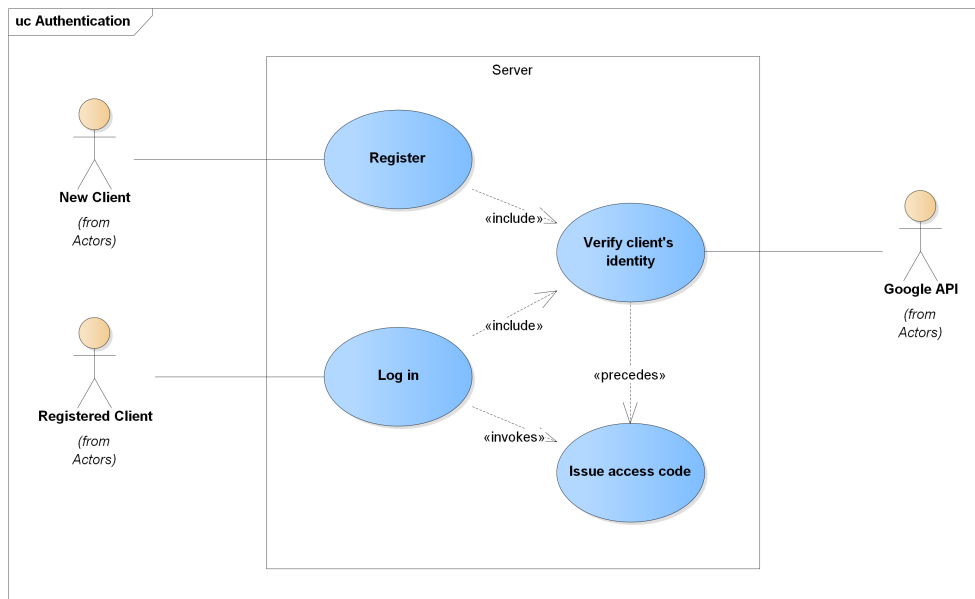


Figure 2.2: Use Case Diagram – Client’s authentication

— **Register**

The only choice *New Client* has is to register a new account. He uses provides his Google identity and chooses an username. After his identity is verified, the server creates a new profile and logs the user in.

— **Log in**

The *Registered Client* must log in before he can access any of the game features. He provides his Google identity which is then verified and matched to an account. An access code is issued for the future identification within the session.

— **Verify user’s identity**

Proper verification is needed when the game server receives a Google identity of a user. The server contacts the *Google API* which responds with user’s personal information if the identity is valid.

— **Issue access code**

This use case is invoked during login process. Server issues a unique access code to the user. Only *Authenticated Client* has such code.

2.2.3 Actions

Action is an event triggered by player’s interaction with a game object. See the diagram in Figure 2.3.

2. ANALYSIS

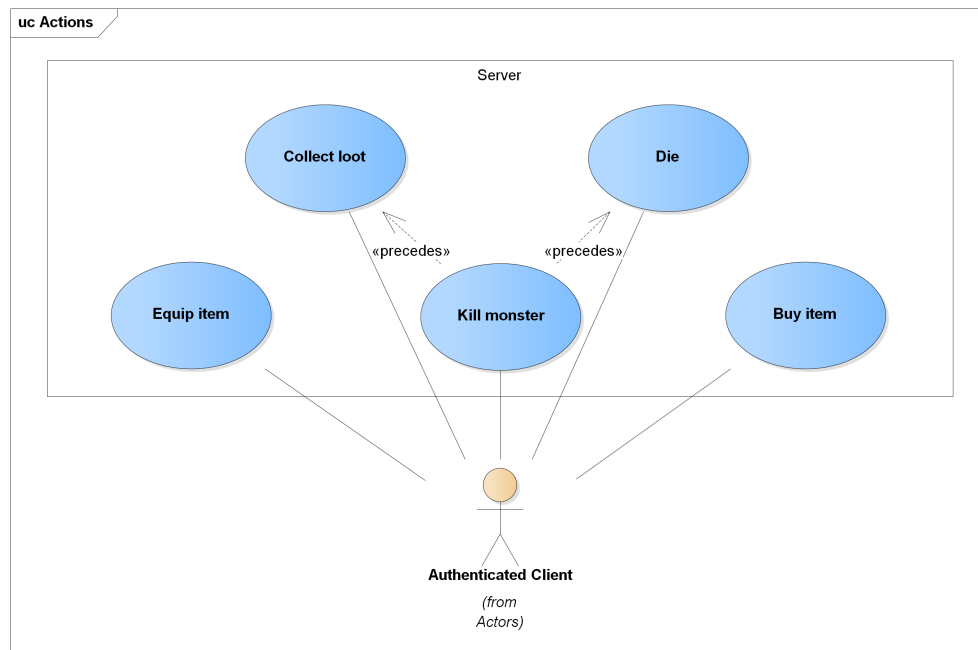


Figure 2.3: Use Case Diagram – Player's actions

— **Equip item**

A player wants to equip an item from his inventory. The item will be assigned to a specific slot. For example the player equips a sword to his right hand.

— **Buy item**

A player wants to exchange gold in a shop for an item he chooses. When the purchase is finished, the player receives the item to his inventory.

— **Kill monster**

A player wants to kill monsters to progress in the game. If he successfully kills the monster, he is rewarded with gold and experience

— **Collect loot**

This action must be preceded by the *Kill monster* use case. A player can choose to collect loot from the monster he killed.

— **Die**

This action must be preceded by the *Kill monster* use case. A player who lost his fight against a monster dies and is punished with some penalty.

2.2.4 Miscellaneous

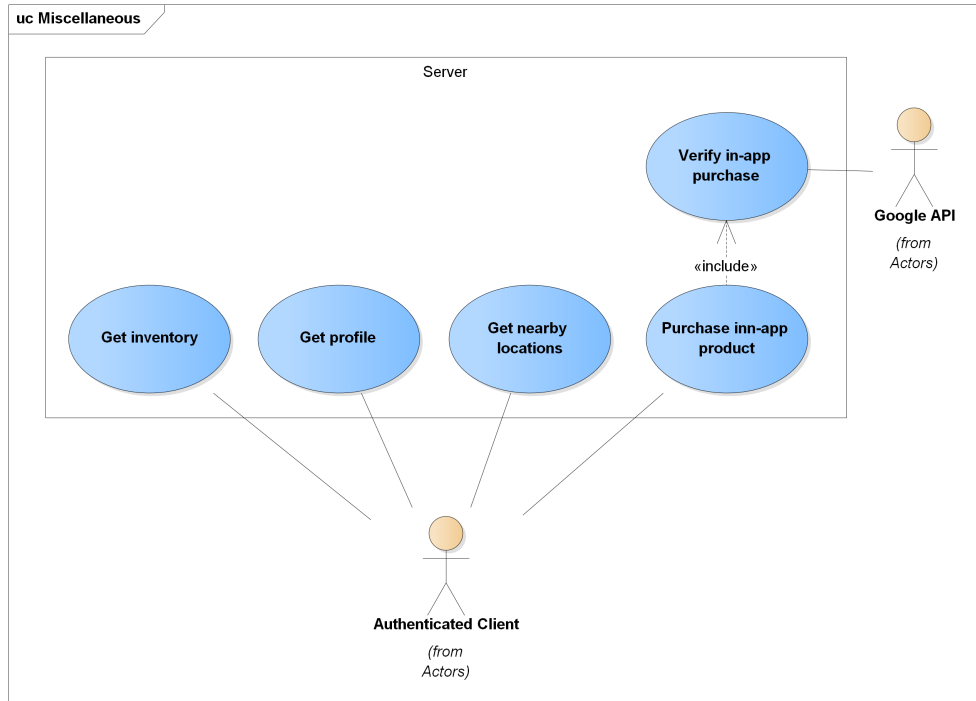


Figure 2.4: Use Cases: Miscellaneous

The following use cases mainly cover requests made by client application. See the diagram in Figure 2.4.

- **Get inventory**
The application requests all items the player owns. It is also possible to retrieve all the player's equipment with each item assigned to some slot.
- **Get profile**
A client may need to synchronize its internal state of the players profile with the server. The application is provided with complete state of the player's profile including attributes like health, gold, and experience.
- **Get nearby locations**
This is a critical functionality of the server. A client asks for game locations near his coordinates. The server provides such locations along with their associated game objects.
- **Purchase in-app product**
The application supports micro-transactions. Since the purchase is made

2. ANALYSIS

client-side, the application has to notify the server about the purchase and give the bought product to the player.

— Verify in-app purchase

During the previous use case (*Purchase in-app product*), the server verifies if the purchase is valid and not fake, canceled, or already accounted. The verification process is done through *Google API*.

2.2.5 Administration

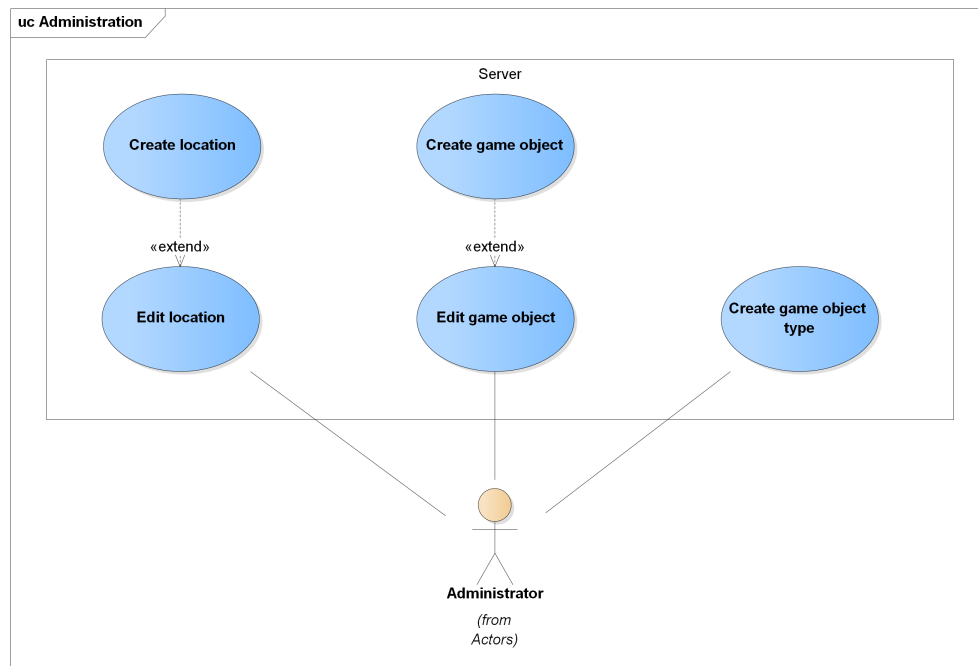


Figure 2.5: Use Cases: Administration

Since the game is not static during its lifetime, people in charge of the changes needs an easy way to add new locations and maintain game objects. These use cases are described in Figure 2.5.

2.3 Requirements

2.3.1 Functional Requirements

These requirements define functions of the server components.

Rules

These requirements specify the functionality not directly accessible to clients.

1. **The player's character has attributes**

The character has a set of attributes, including health, experience, level, and owned gold. Maximum health increases with level. The experience is rewarded after certain actions, e.g. after killing a monster. The gold is primary in-game currency.

2. **A player can own items**

A player has an inventory which can contain various types of items. The item can be for example sword, potion, armor etc.

3. **A game object has a type and inherits all its properties**

The type of game object specifies allowed actions, its attributes, default name and description.

4. **A game object can be a monster**

The monster can be killed but can also inflict damage to the player. It has its own inventory and there's a reward for killing the monster in a form of gold and experience.

5. **A game object can be a shop**

The shop can contain several items with specified price.

6. **A game object can be an item**

The item can be one of the many objects useful to a player. Examples of the items are health potion, sword, armor, necklace and similar.

7. **Each game object has its own inventory**

The inventory contains other game objects. Example of this requirement is a monster with a potion and a sword in its inventory; both will be given to the player who kills the monster.

8. **The server stores a list of predefined locations**

Real geographic locations for the game objects are stored on the server to ensure every player has the same location-object pair.

9. **A game object can independently exist at many locations**

This requirement aims to help maintain the game objects efficiently by administrators. It allows creating small set of abstract game objects with predefined inventories and other attributes.

10. **If a player kills a monster at a location, the monster will be hidden for a period**

To prevent the player from killing the same monster continuously without a need of moving somewhere else, the location should be hidden for a certain period after the kill.

2. ANALYSIS

11. The server must persist players profile between sessions

All the player's attributes, his inventory and equipment must be stored between sessions. Player will continue from the state in which he ended.

Features

These requirements contain the behavior directly visible to clients.

1. The server must provide REST-like API to clients

The key requirement for the server is to allow receiving HTTP(S) requests. When processed, the server responds in JSON format.

2. A player registers and logs in the game using Google account

For the player's convenience, a Google account is required to play. The server does not have to store or handle any password. Most of the authentication process is delegated to Google servers.

3. A client can get nearby game objects based on his location

The major feature of this application is being location-aware. Server must provide a method to retrieve game locations near the requested latitude and longitude. The "near area" should be circular, defined by its radius; the size have to be carefully chosen so it's big enough to cover client's maps but also small to limit the response size and the spatial search overhead.

4. A player can kill a monster

When the player wins the fight, he will be rewarded by experience and gold.

5. A player can be killed by a monster

The player can lose health during the fight with a monster. If the health reaches zero, the player dies and loses an amount of gold based on his level.

6. A player can collect items from the monster he killed

When the player wins the fight, he's offered to collect items from the monster's inventory. He can choose any subset of these items.

7. A player can equip an item

Many items in the game can be equipped. These items have predefined equipment slot, for example a sword have to be held in hand, an armor worn on chest, shoes put on feet and so on.

8. A player can buy object from a shop

Gold can be exchanged for various items in shops.

9. **A player can use an item from his inventory**

Some items in the game are consumables. When used, an action defined by the item is executed. For example a health potion heals the player.

10. **A player can purchase in-app product**

The application allow a user to exchange real-life currency for the in-game one. The server should verify such purchase and add the currency to his profile.

11. **The server should provide REST-like API for administration**

Such API will be used to manage locations, create and edit game objects or to assign a game object to some locations. It is necessary to protect the administration endpoints from unauthorized access.

2.3.2 Non-functional Requirements

These requirements specify the criteria the application must meet.

1. **Database implements caching**

This application is heavy database reliant. Additional cache provides optimization for faster reads.

2. **The communication between client and server parts of the application must be secure**

All data sent from and to a client has to be encrypted. This should be achieved by connecting to the server via HTTPS.

3. **The server responsibilities are delegated to its components**

The whole server consists of three components:

- Connection server (*CS*)
- Login server (*LS*)
- Database server (*DS*)

Only the Connection server is accessible to clients.

4. **The server components are scalable**

Each component can run many instances if itself. These instances are mutually independent.

5. **The user is authenticated by Google**

A user is authenticated using **Google Play Games** on the client. The authentication is finished by verifying his ID token using **Google API Client Library**.

6. **The execution environment is Java 8**

2. ANALYSIS

	MySQL	Oracle	PostgreSQL
Rank ¹	2	1	4
Initial Release	1995	1980	1989
License	GPLv2 Commercial	Commercial	BSD-like
Version ²	5.7	12c	9.6
Replication methods	Master-master Master-slave	Master-master Master-slave	Master-slave
SQL Support	yes	yes	yes
Foreign keys	yes	yes	yes
JDBC Support	yes	yes	yes
In-memory capabilities	yes	yes	no

Table 2.1: Comparison of popular relational DBMS [2]

7. The operating system is Debian 8

Thanks to the portability of Java applications, other operating systems may be supported.

2.4 Technology

2.4.1 Database Management System

The database is a crucial part of the server. It handles most of the data persistence. Many commercial and open source solutions exist on market nowadays. In the following text, I will analyze three popular relational database management systems (DBMS) – MySQL, PostgreSQL, and Oracle. For a quick comparison, see Table 2.1. The described advantages and disadvantages are based on [1].

2.4.1.1 MySQL

MySQL [3] is an open source relational database management system. It is written mostly in C++ and C [4]. Currently developed by Oracle, MySQL is available to consumers in several editions. Free Community Edition is released under GPLv2 license³. Oracle also offers commercial Standard and

¹Description of the ranking methodology available at https://db-engines.com/en/ranking_definition

²Current stable version as of 2017/06/05

³GPLv2 license text is available at <https://www.gnu.org/licenses/gpl-2.0.html>

Enterprise editions which include additional technical support, and monitoring and management tools [5]. This DBMS is very widely used and has a strong community base.

Community Edition includes graphic interface for database management. It also contains a user-friendly modeling tool which allows fast development of the database. The model can be converted to an SQL script and easily deployed on other MySQL servers.

The main advantages: open source, great community support, lightweight, good replication support, powerful management tools.

The main disadvantages: little performance optimization, limited security, issues with reliability.

2.4.1.2 Oracle

Oracle Database [6] is an object-relational database management system. Developed by Oracle, it aims on enterprise-scale applications and is well suitable for large businesses. Offered editions include Standard Edition 2 and Enterprise Edition (EE) which can be further expanded by some additional services. The price of EE start at \$950 per user⁴. This DBMS is very widely used in corporate environment.

The main advantages: suitable for large databases, well scalable, extensive backup mechanisms. The main disadvantages: closed source, free version has very limited feature set, expensive.

2.4.1.3 PostgreSQL

PostgreSQL [7], also known as Postgres, is an object-relational database management system. Developed by PostgreSQL Global Development Group, a community of many companies and individuals, PostgreSQL is an open source project licensed under permissive PostgreSQL License⁵.

The main advantages: open source, advanced business/location analytics features, good reliability and data-integrity.

The main disadvantages: ill-suited for read-heavy application, poor replication.

2.4.1.4 Chosen solution

All the presented solutions are similar and are well-supported by Java frameworks. I chose MySQL 5.7 Community Edition to be the database system for this server. I have good experience with MySQL environment and the cost of game development can be lower thanks to the free Community Edition.

⁴Oracle Technology Global Price List, June 1, 2017

⁵PostgreSQL License text is available at <https://opensource.org/licenses/PostgreSQL>

2.4.2 Frameworks and Libraries

Frameworks provide developer with a powerful tool box. The tools in this box help in many different areas of application development. They provide essential design patterns and structure to the development project and also provide the backbone and container for the components to operate within [8].

I chose to use a Java framework which provide a support for Representational State Transfer (REST) API. Furthermore, I added an Object/Relational Mapping (ORM) framework which helps me to interconnect Java application and MySQL server.

2.4.2.1 Dropwizard

Dropwizard [9] glues together many mature libraries which helps with developing a powerful web-application. The libraries most useful for this project include:

- **Jetty**
Powerful open source web server. Jetty is flexible and extensible. It is a lightweight server with small footprint [10].
- **Jersey**
Jersey RESTful Web Services framework is open source framework for developing RESTful Web Services in Java. It supports JAX-RS⁶ APIs [11].
- **Jackson**
Jackson is a JSON parser and generator. It supports a conversion from JSON to Plain Old Java Object (POJO) and vice versa.

2.4.2.2 Hibernate ORM

Hibernate ORM enables to more easily develop applications whose data outlives the application process. It is an Object/Relational Mapping framework and handles data persistence as it applies to relational database. Hibernate supports many powerful features like lazy initialization and numerous fetching strategies. It requires not special database tables and much of the SQL is generated at system initialization [12].

2.4.2.3 Google API Client Libraries

A library developed by Google to help developers integrate Google API to their applications [13]. The library is included in this project to handle user authentication and to verify in-app purchases.

⁶Specification of JAX-RS is available at <https://jcp.org/en/jsr/detail?id=311>

2.4.3 Index and Cache

Redis is an open source in-memory data structure store [14]. I chose to use Redis as the second level cache provider for Hibernate. The additional cache should result in more optimized database calls and thus performance boost.

Since our application heavily relies on working with geo-spatial data, I decided to implement an additional index. Redis provides a native support for searching points near the selected spatial location.

Design

3.1 Server-Client communication

How the data are exchanged between client and server. Will contain format, technologies and protocol specification.

3.2 Security

Basic methods for verification of legitimacy of the data. How the server API will be secured.

3.3 Architecture

Diagrams and overall architecture of the server belongs here.

3.4 Deployment Diagram

3.5 Database Model

3. DESIGN

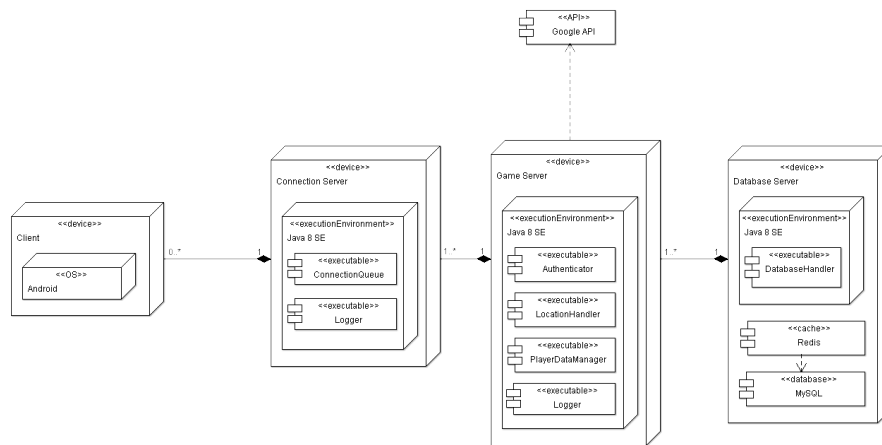


Figure 3.1: Deployment diagram for the game

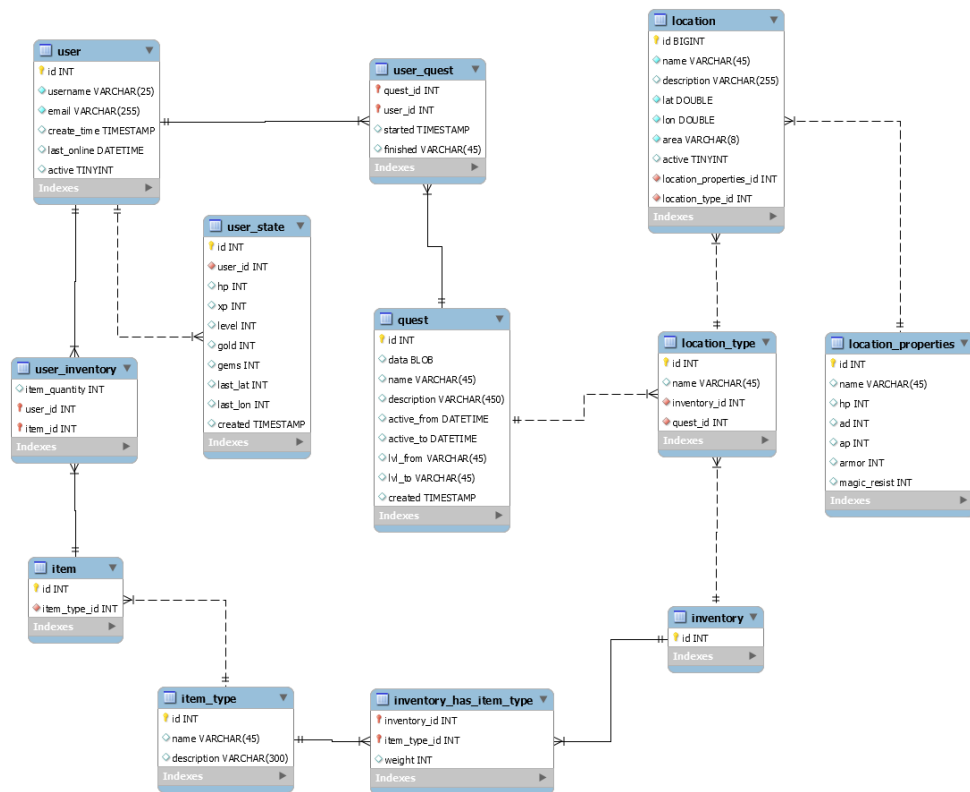


Figure 3.2: Diagram of the database structure implemented on the server

Geo-data mining

Description of how the geographical data for the monsters and building will be obtained.

4.1 Methodology

4.2 Output

Implementation

Implementation-specific aspects of the game. Will include a description interesting parts of the server.

Deployment

Testing

- 7.1 Unit testing
- 7.2 Pre-alpha version
- 7.3 Alpha version
- 7.4 Beta version
- 7.5 Release
- 7.6 User feedback

Results

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Acronyms

CS Connection Server

LS Login Server

DS Database Server

HTTP Hypertext Transfer Protocol

HTTPS Hypertext Transfer Protocol Secure

JSON JavaScript Object Notation

API Application Programming Interface

DBMS Database Management System

REST Representational State Transfer

Contents of enclosed CD

	readme.txt.....	the file with CD contents description
	exe	the directory with executables
	src.....	the directory of source codes
	wbdcm.....	implementation sources
	thesis.....	the directory of \LaTeX source codes of the thesis
	text.....	the thesis text directory
	thesis.pdf.....	the thesis text in PDF format
	thesis.ps.....	the thesis text in PS format