

Bachelor thesis

Description of the game

The goal of the thesis is the modernization of the classic and popular „catch me if you can” game. The game consists of two teams where one is trying to catch the members of the other one.

A new game can be initiated when there are at least two players in a certain area waiting to be enrolled. During the game the client application sends the current location of the player to the web service and receives the position information about the others.

One round is one hour long and the hunters have to catch the members of the other team in this amount of time to win the game. The „catch” is successful when two players from different teams are close enough. A balanced score system makes sure to award the effort of the players providing a better game experience.

Project

The first part is to implement the database on the server side. This database stores the data of the registration and the necessary information for the game e.g. the positions and current photos.

The second part is a web interface which allows the users to access their accounts. The player can register on this site and see the statistics, the ranking list and it is also possible to watch the current games in a map view.

The functions of the web server are managing the game, establishing the connection between the players and doing the administrative tasks in the database.

The role of the client is to provide the Android interface of the game which starts with a login page. After the successful signing in it is possible to trace the current state of the game. On the different tabs is possible to:

- gain information about his own and the opposing team’s location
- send or receive photos
- receive information about the defeated players
- receive the winning team name when the game is finished

The goal of the thesis was to implement the application specified above with an other student in cooperation.

My tasks were:

- implementation of the client application on Android platform
- building the surface of the game
- implementation the communication between the client and the web service