Informe de Tarea 1 - Juego Skynet

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Goals and Objectives

Develop an active Alternate Reality Game
- **Goal**: Promote exercise among users
- Players must disable all robots to survive.
- They must explore the game area to find robots and items.

It should be very easy to adopt
- **Goal**: Active interfaces
- Users should be able to start playing right away.
- No need for training.
- Active interfaces are designed to be used while playing instead of bothering with buttons and menus.

It should track everything
- **Goal**: Study robot performance and stats
- Track robot type, performance and fight-or-flight response.
- Track players, scores, items and perks.

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Functional

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- Robots
- Teams
- Explore
- Items
- Setup
- Views
- Map
- Augmented Reality

Non-Functional

- Endgame
- Logs/Score
- Top Player/Team

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- Player
- Robot
- Item
- Game-Master
- Team

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Player discovers **Robot**
Player discovers **Item**
Player uses **Item**
Robot is disabled by **Item**
Robot attacks **Player**
Player manages **Team**
Game-Master configures

- A Game-Master sets up a new game.
- A player discovers a robot and disables it using a previously-found item.
- The game finishes because all robots are disabled.

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