

HEP Tycoon*

A game on High Energy Physics experiments.

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* - Yes, it's a bit ironic.



~~GameDev~~

HEP research

Ambitious?

Over-ambitious!

...cannot be done in just one weekend.

Keep it simple!

Technically speaking

1. Build (/upgrade) a „**detector**“
2. Produce **publications**
3. Get **funding**
4. goto 1

How could it look like?


- Browser-based
- Simple UI (bootstrap)
- A lot of explanations → education

Goals for the weekend

- **Simple prototype** (very simplistic model of reality...)
- **Focus on core concepts**
- **Extensibility** (add depth and functionality later)

FUN!

Want more?

-  /kdungs/hep-tycoon
- Ask!