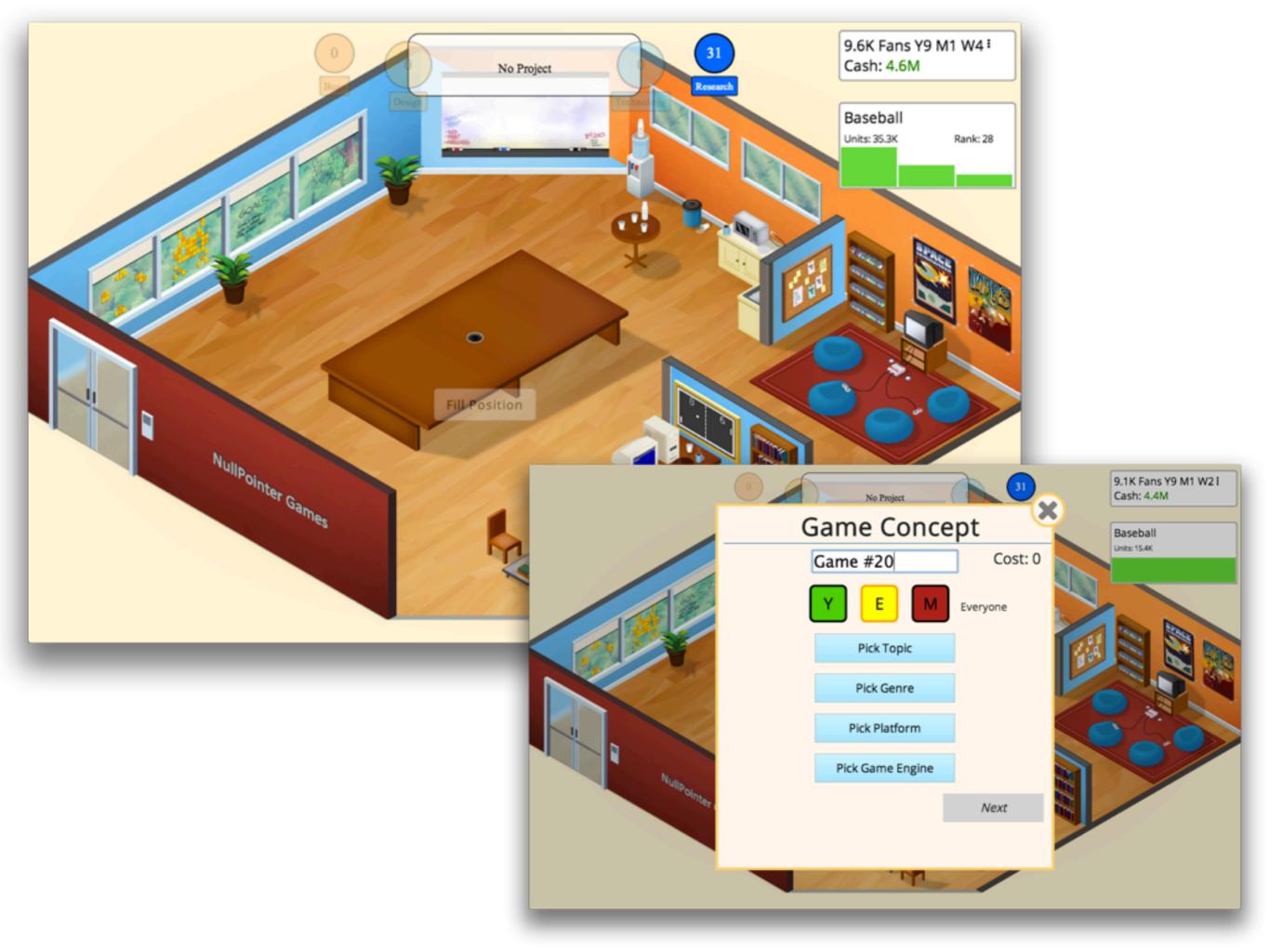
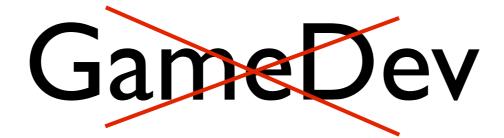
HEP Tycoon*

A game on High Energy Physics experiments.

Kevin Dungs (7)/kdungs





HEP research

Ambitious?

Over-ambitious!

...cannot be done in just one weekend.

Keep it simple!

Technically speaking

- I. 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)



Want more?

- \(\int\)/kdungs/hep-tycoon
- Ask!