

Joel Koehler  
CS 402 - Mobile App Development  
Homework 3

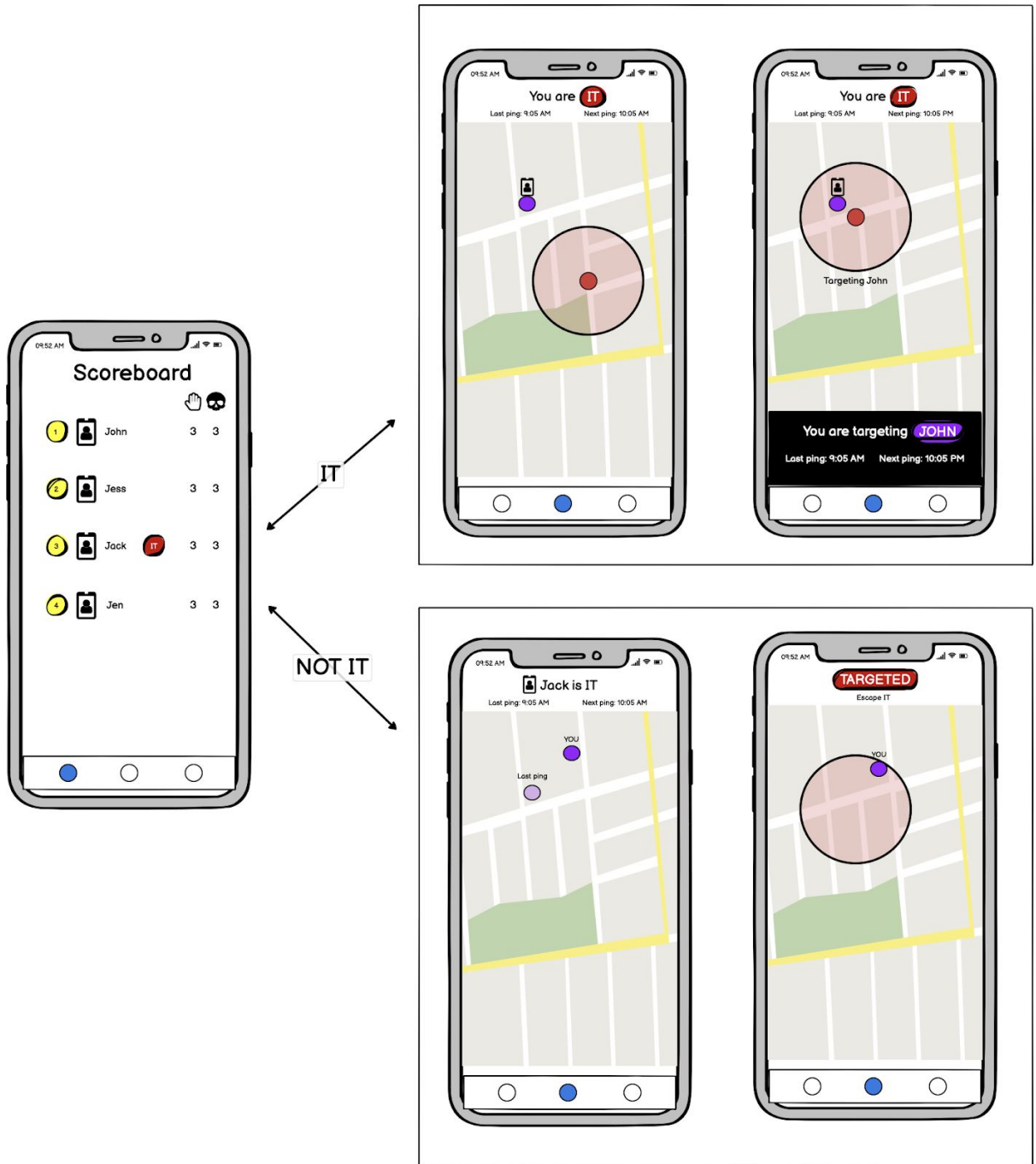
- 1) TAG!
- 2) A multiplayer game of tag using GPS - all you need is a phone and a few friends.
- 3) TAG! is a location-based multiplayer game for up to 4 players. One person is selected to be "it" and will receive hourly pings of their opponents' locations. "It"'s objective is to tag one of the other players within a week: if they succeed they will pass the status of "it" to the tagged player and win the weekly pool of points, but if they fail then the other players will divide the points among themselves and "it" must try again.

If you're *not* "it" then watch out! "It"'s location will be a mystery until they are within 300 feet of you - they will get a ping of your location every 3 minutes when in your proximity.

Advice to "it": plan your approach and spring your trap when your opponents are vulnerable.

Advice to everyone else: Stay alert and *a/ways* have an exit strategy!

4)



5) I have 4 ideas, I think I will go with B (maybe C?) but I wanted to generate a few different ideas and get some feedback from friends about which one is best.

**A.**



**B.**



**C.**



**D.**



6) Games

7) multiplayer,coop,co-op,geo,gps,game,friends,competition,tag,tig,touch,leapsa,kynigito,local