Master Lab Course Web Applications:
Exercise 2 – Project presentation

Team 4

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Idea – ARWars

- Massive multiplayer browser game
- Utilization of Google Maps to display the game world
- Optimized for Desktop-PCs and Smartphones/Tablets

Features

- Creation of an augmented reality overlay
- Players have to meet at real life places to progress in the game

Rules

- Two factions struggle for supremacy
- Players assemble into teams
- Players capture buildings available in Google Places
- Captured buildings yield resources
- Resources can be used to build troops or are necessary to capture special places
- Troops aid in capturing or defending places
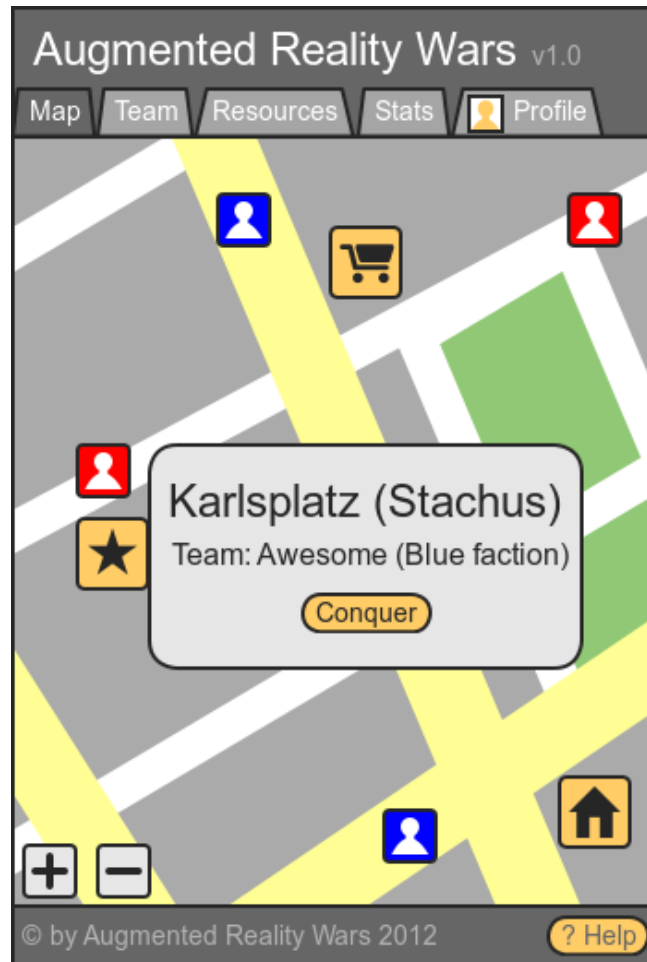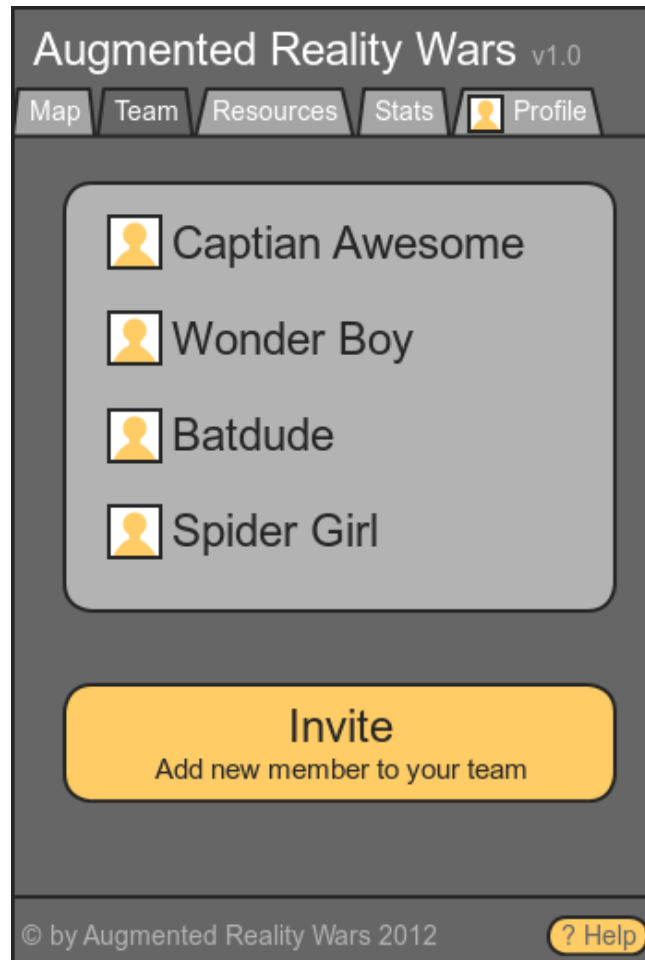- The number and type of places hold translate into a score

Data Model
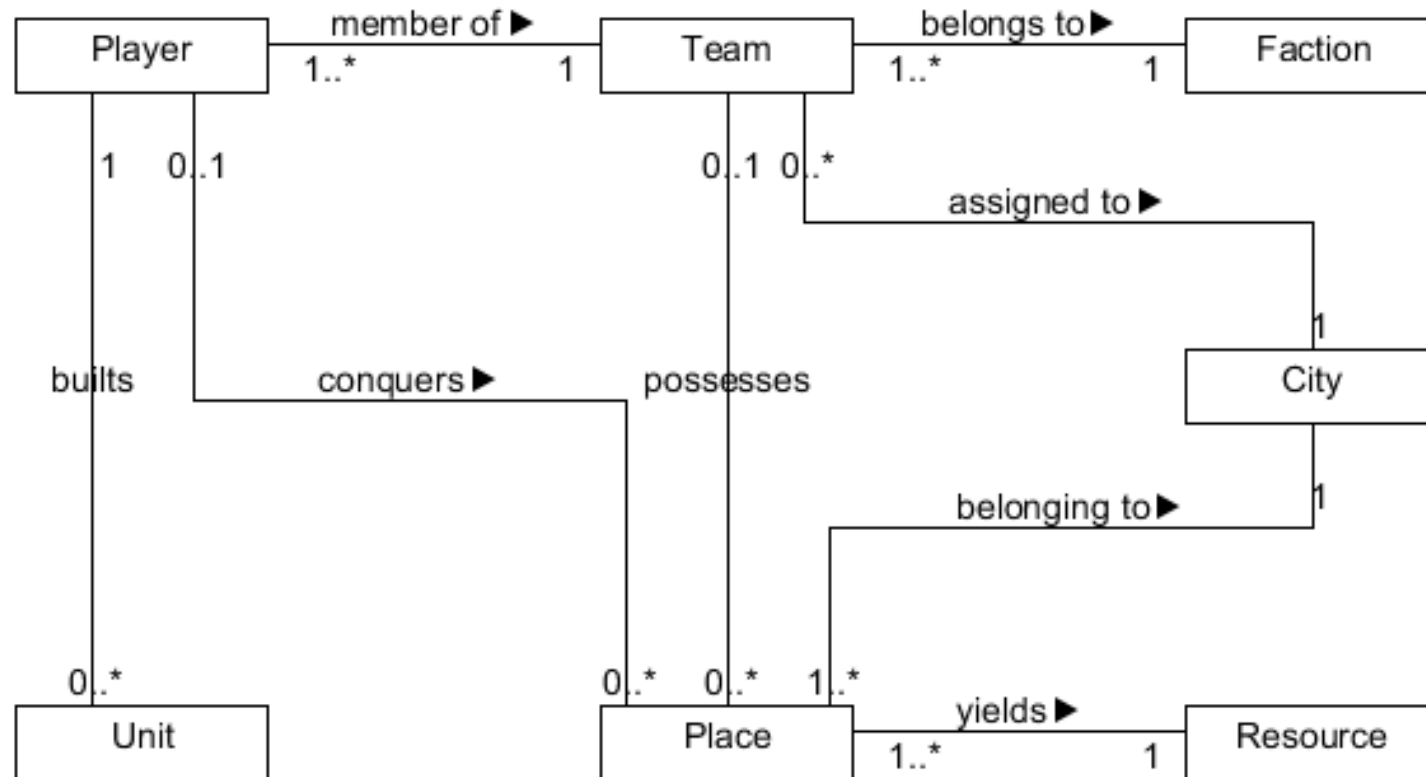
Use Case – Display stats & scores

Use Case – Initiate conquering attempt

Use Case – Manage team

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Technologies

Client

- HTML5 GeoLocation API,
- jQuerry,
- Twitter Bootstrap.

Server

- Java,
- Play! framework,
- Akka,
- WebSockets,
- Neo4J,
- MongoDB.

Business Model

- Advertisments

- Selling decorative objects

- Selling organisational services

Competitors

- Traditional browser games (Ogame, Droidwars)

- Persistent mobile multiplayer games (Mobile Mafia, Kriegs Spiel [sic!])

- Location based social networks (Foursquare, Google Latitude)

- Ingress by Niantic Labs (closed beta)

Unique selling proposition

- Mixture of real-life exploration and traditional browser games
- Players have to meet in person
- Imposing of a virtual world over the known material world