

Master Lab Course Web Applications: **Exercise 4 – Final Presentation**

Team 4

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Idea – ARWars

- Massive multiplayer **browser game** taking place in the **real world**
- 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 places** available from Google Places
- Captured places yield **resources**
- Resources can be used to **build units** or are necessary to capture special places
- Units aid in capturing or **defending** places



Business Model

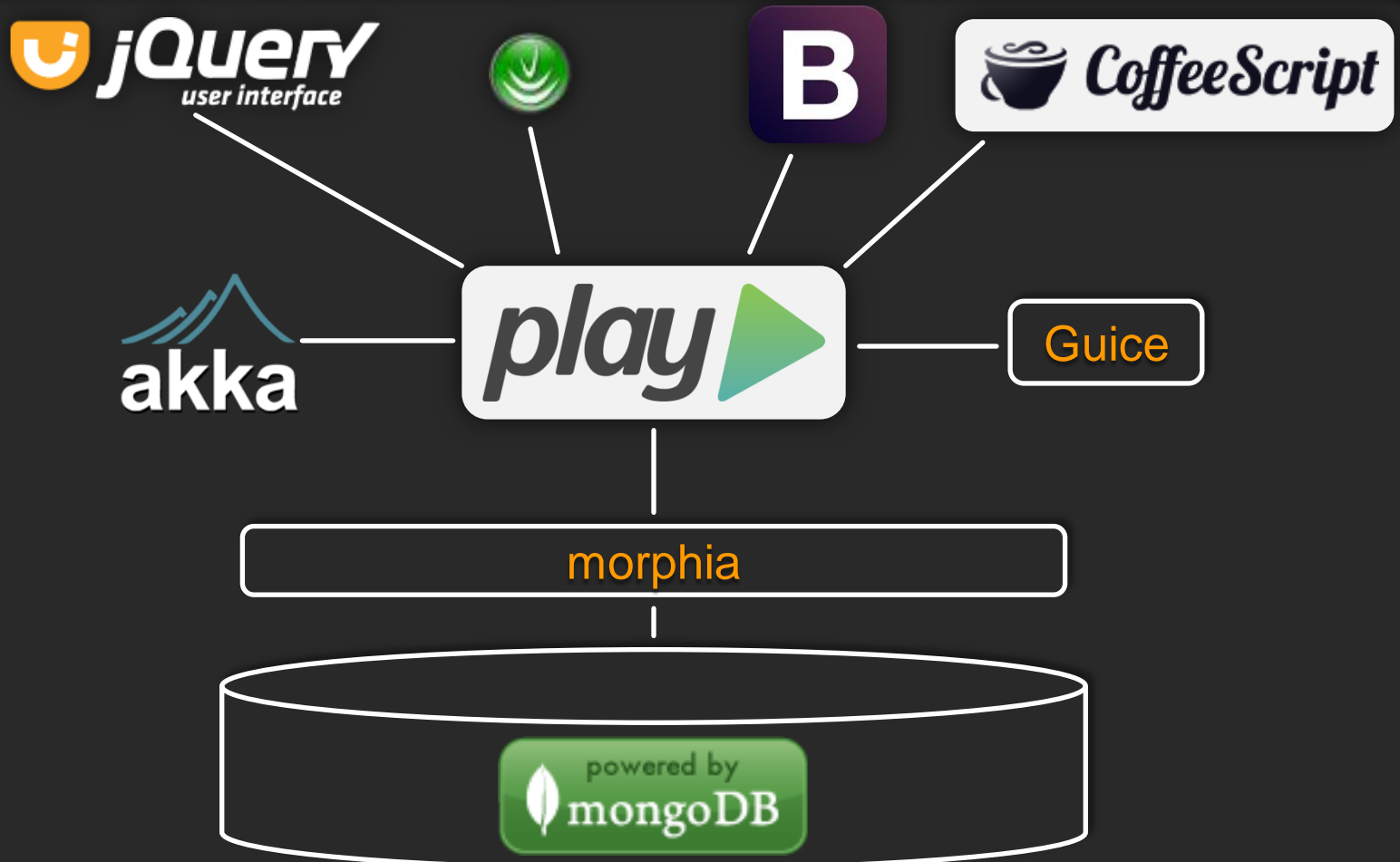
- Advertisements
- Selling decorative objects
- Selling organisational services



Competitors

- Traditional browser games → Ogame, Droidwars
- Persistent mobile multiplayer games → Mobile Mafia
- Location-based networks → Foursquare, Google Latitude
- Ingress by Niantic Labs (closed beta)

Technology Stack



Use Case – Deploy Units

- Player can deploy units to his conquered places to **defend** them
- Deploy **menu** can be invoked
 - from **sidebar** (where the conquered places of the player are listed) or
 - directly from the place **popup window** on the map

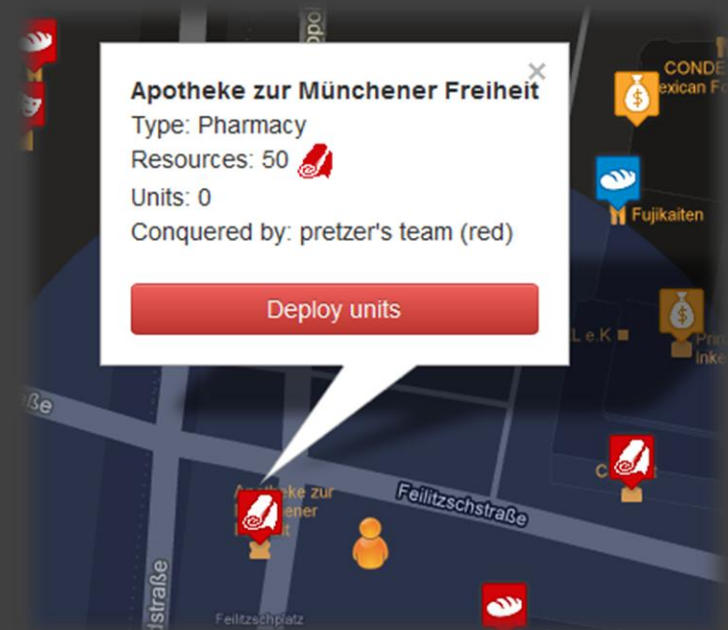
Deploy units to your conquered places

Infantry **290**

Grunt **110**

Deploy at: Alte Pinakothek ▼

Deploy Close



Use Case – Build Units



- Players can use their resources to **build** units
- Total amount of units is **limited** by the **food** resource
- Units live until they **fail** at a conquering attempt



🚩 Units

Type ▲	Free ◆	Overall ◆
Grunt	2	4
Infantry	5	10
Sum	7	14

Build new units

Build new units

Grunt **2** Costs per unit: 150  100 

Infantry **4** Costs per unit: 170  200 

Build Close