

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

Team 4

Markus Fensterer

Kamil Neczaj

Peter Retzer

Michael Schätzlein

25.02.2013



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)

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

