

Maze Gaze - A Gaze-Based Multiplayer Game

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ABSTRACT

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INTRODUCTION

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Motivation

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Goal

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Outline

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RELATED WORK

Gaze Input Performance

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Mouse Against Gaze Input

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Immersive Game Controll Using Gaze

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Pursuit Calibration

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REQUIREMENTS AND DESIGN

Design Decisions

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Agile Development Approach

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Formal Requirements

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IMPLEMENTATION

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Hardware

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Software

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Maze Generator

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EVALUATION

Performance

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User-Experience

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CONCLUSION

RÄsume

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Future Work

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