

Maze Gaze - A Gaze-Based Multiplayer Game

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ABSTRACT

1/4 page (Lena)

INTRODUCTION

1/4 page intro (Kevin)

Motivation

1/2 page (Kevin)

Goal

1/4 page (Kevin)

Outline

1/4 page (Kevin)

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TOTAL: 1.25 Pages

RELATED WORK

Gaze Input Performance

1/2 page (Kevin)

Mouse Against Gaze Input

1/2 page (Kevin)

Immersive Game Control Using Gaze

1/4 page (Lena)

Pursuit Calibration

1/4 page (Lena)

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TOTAL: 1.5 Pages

REQUIREMENTS AND DESIGN

Gaze Interaction Design Decisions

1/2 page (Marco) (Farben, Content Adaption (private/public shared areas), radius)

Agile Development Approach

1/4 page (Marco)

Formal Requirements

1/2 page (Marco)

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TOTAL: 1.25 Pages

IMPLEMENTATION

1/4 page intro

Hardware

1/4 page (Kevin)

Software

2 pages

Menu

Lena

Maze Generator

Marco

Power-Ups

Marco

Smart Player Controls

Kevin

Game Fairness

Kevin

Pupil Integration

Kevin

Calibration

Kevin

Game Lobbys

Kevin

Graphical Interface

Marco —

TOTAL: 2.5 pages

EVALUATION

Performance

1/4 page (Lena)

User-Experience

1/4 page (Lena)

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TOTAL: 0.5 page

CONCLUSION

Résumé

1/4 page (Lena)

Lessons Learned

1/4 page (Kevin)

Future Work

1/2 page (Marco)

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TOTAL: 0.75 page

TOTAL: 8 PAGES