TABLE OF CONTENTS

CHAPTER NO.	TITLE	PAGE NO.
	ABSTRACT	**III**
	LIST OF FIGURES	**IV**
	LIST OF TABLES	**V**
	LIST OF ABBREVIATIONS	**VI**
1	**INTRODUCTION**	**1**
	1.1 Overview of the Project	1
	1. 2 Existing System	2
	1. 3 Proposed System	2
	1. 4 Feasibility Study	3
	1. 5 Requirement Specification	5
2	**SYSTEM DESIGN**	**6**
	2. 1 Overall System Design	6
	2.1.1 Architecture Diagram	6
	2.1.2 Logical Database Design	7
	2.1.3 ER- Diagram	8
	2.1.4 Dataflow Diagram	9
	2.2 Detailed Design	12
	2.2.1 UML Diagram	12

3	**IMPLEMENTATION AND TESTING**	**21**
	3.1 Admin Module	21
	3.2 Roam Module	22
	3.3 Hunt Module	23
	3.4 Status Module	24
	3.5 Implementation of Google Map API	25
	3.6 Testing	29
4	**CONCLUSION & FUTURE ENHANCEMENT**	**30**
	4.1 Conclusion	30
	4.2 Future Enhancement	30
	APPENDIX A (SOFTWARE DESCRIPTION)	**31**
	APPENDIX B (SAMPLE CODING)	**45**
	APPENDIX C (OUTPUT SCREEN SHOT)	**55**
	REFERENCES	**67**

ABSTRACT

Web-app Gaming has been a revolution over the years, and attracted million of users all around the world.Online games are an emerging market with many opportunities and challenges for game developers. While developers have expertise in designing and developing game experiences, they require additional knowledge about the business and technology implications of online games in order to maximize their chances for success in a growing and evolving marketplace. Recent research proved that, knowledge oriented gaming helps students to gain knowledge by activity based learning.

Treasure hunt is an innovative application that contributes to enhance Geographical knowledge as well as puzzle cracking skills. Gaming mode also helps to switch between difficult levels of puzzle solving. The Game concentrates on enriching the Geographical knowledge of the Gamer through the generic Gaming concept. Scores will be awarded based on the ability to crack the Geo-location within the stipulated time.

The Gaming Environment also feeds knowledge about the factual information about various places, monuments and Man-made artifacts. It test puzzle solving, tracking location and time management skills of the gamer.

The complete gaming experience is visualized through the ease of Graphical user Interface. The updating feature enables the gamer to play without losing interest in playing.

LIST OF FIGURES

FIGURE NO.	TITLE	PAGE NO.
2.1	System Architecture	6
2.2	ER-Diagram of Admin	8
2.3	ER-Diagram of Gamer	9
2.4	Login Data-Flow Diagram	10
2.5	Admin-Add, Update, View Other Users Details	11
2.6	Use Case Diagram of Admin	13
2.7	Use Case Diagram of Gamer	14
2.8	Class Diagram	15
2.9	Activity Diagram	16
2.10	Component Diagram	17
2.11	Sequence Diagram	18
2.12	State-Chart Diagram	19
2.13	Collaboration Diagram	20
3.1	Overview of Administrator Module	22
3.2	Overview of Roam Module	23
3.3	Overview of Hunt Module	23
3.4	Overview of Status Module	24
3.5	RTI Google-Map Library	26

3.6	Sample Google-Map API	27
3.7	Sample JAVA-Script API	28
3.8	Marker on Google Map	28

LIST OF TABLES

TABLE NO.	TITLE	PAGENO.
2.1	Question Table Design	7
2.2	High Score Table Design	8
3.1	Test-Cases of Web Pages	29

LIST OF ABBREVIATIONS

HTML	-	HYPER TEXT MARK UP LANGUAGE
CSS	-	CASCADING STYLE SHEET
JSCRIPT	-	JAVA SCRIPT
ASP	-	ACTIVE SERVER PAGE
MVC	-	MODEL VIEW CONTROLLER
ADO	-	ACTIVE DATA OBJECT
VB	-	VISUAL BASIC
DOM	-	DOCUMENT OBJECT MODEL
API	-	APPLICATION PROGRAMMING INTERFACE
GUI	-	GRAPHICAL USER INTERFACE
URL	-	UNIFORM RESOURCE LOCATOR