

Final Project

2nd Milestone

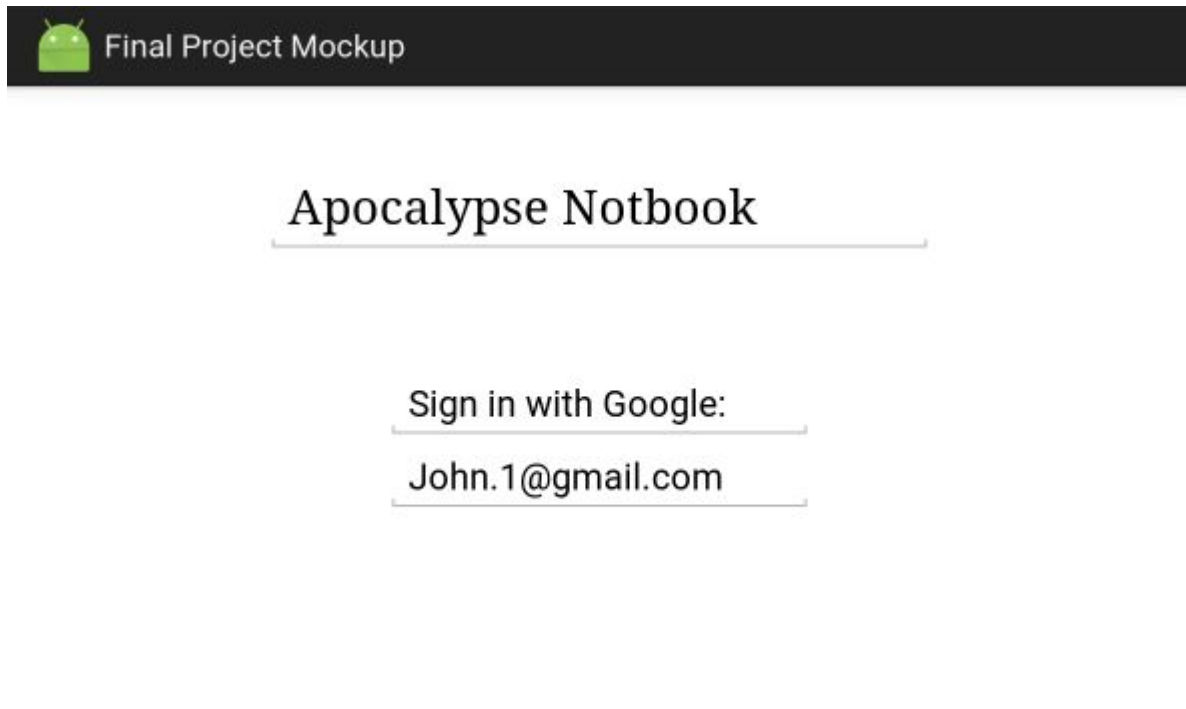
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Project Preview

- Application is aimed towards people participating in LARPs.
 - LARP - Live Action Role Play.
- Application is designed to be the ultimate tool for keeping track of important data, gathered in-game.
- Functionality includes:
 - Keeping track of player progression and level ups.
 - Viewing game zone maps.
 - Documenting in-game objects and goals for future reference,
 - Keeping track of friends in-game and sharing the knowledge.
- Designed for use outdoors.
 - Maximize battery life.
 - Data Flow resources not always available.


Login Screen

- User Opens app.
- Prompt to enter google account.
- Identified with system and draws profile from db.



Initial Setup

- First entry to app with no profile, directs user to setup screen for profile creation.



Final Project Mockup

Initial Setup

Nickname:

Height

Weight:

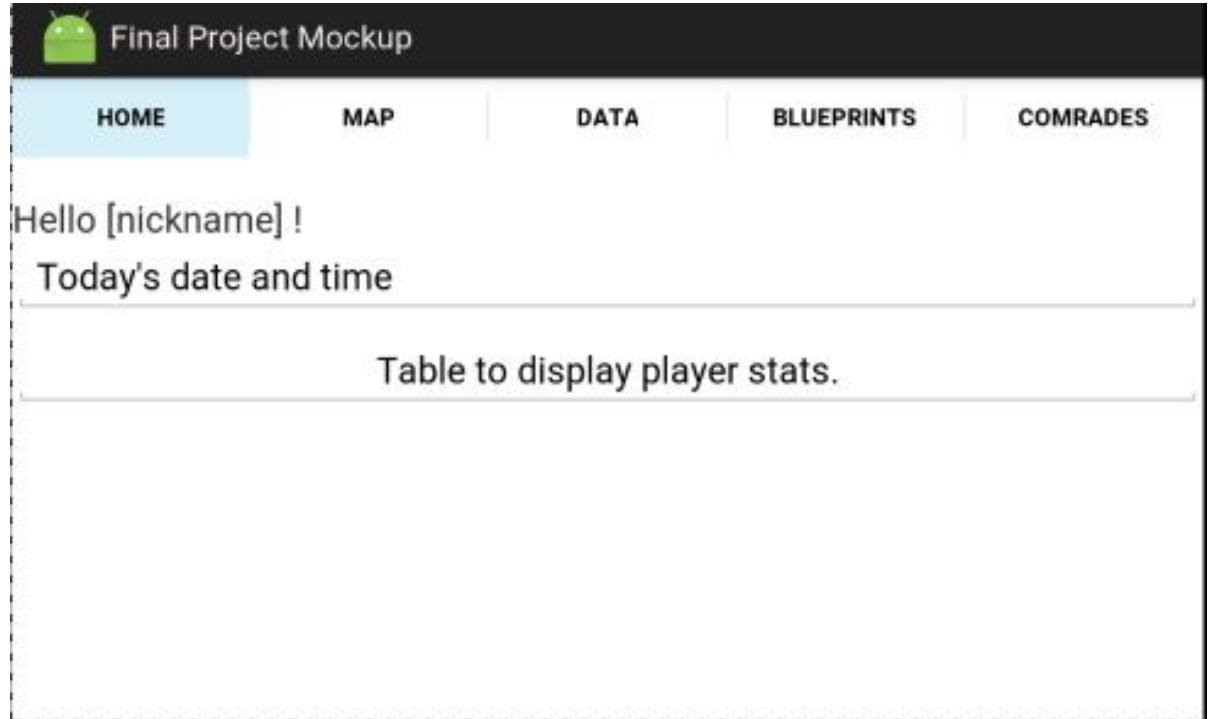
Sex:

Age:

Skills:

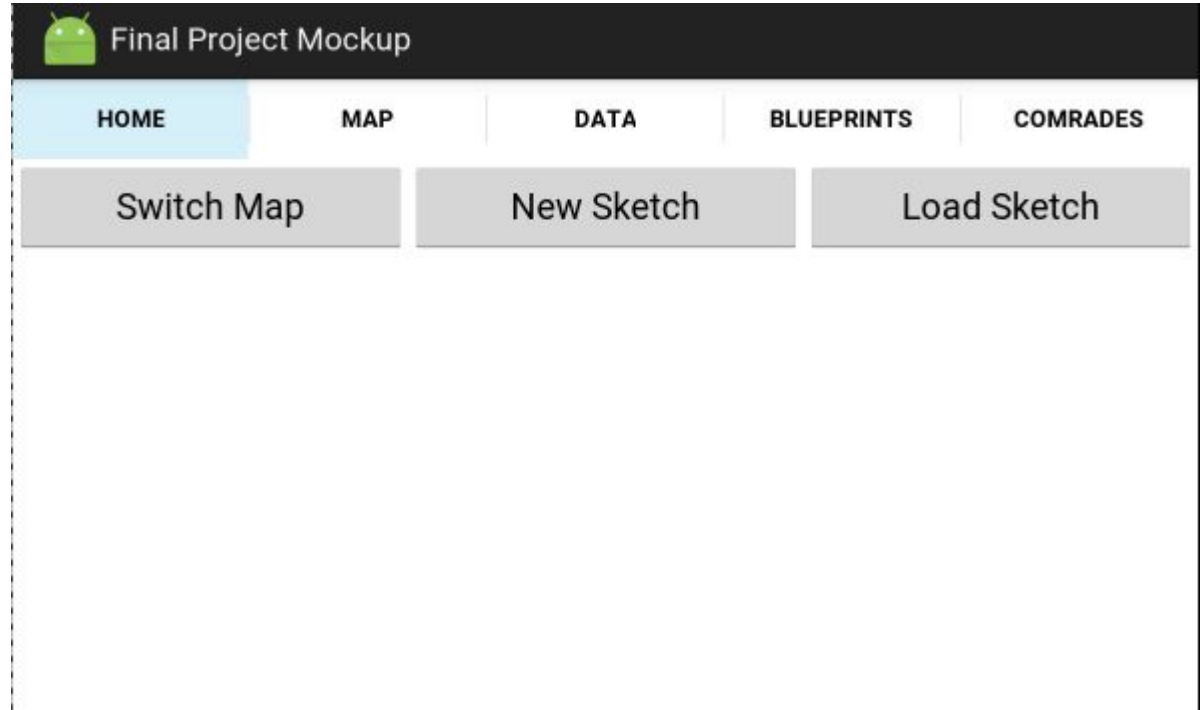
Home tab

- Default tab.
- Welcomes user by nickname and lays out profile information, and specifies date time.



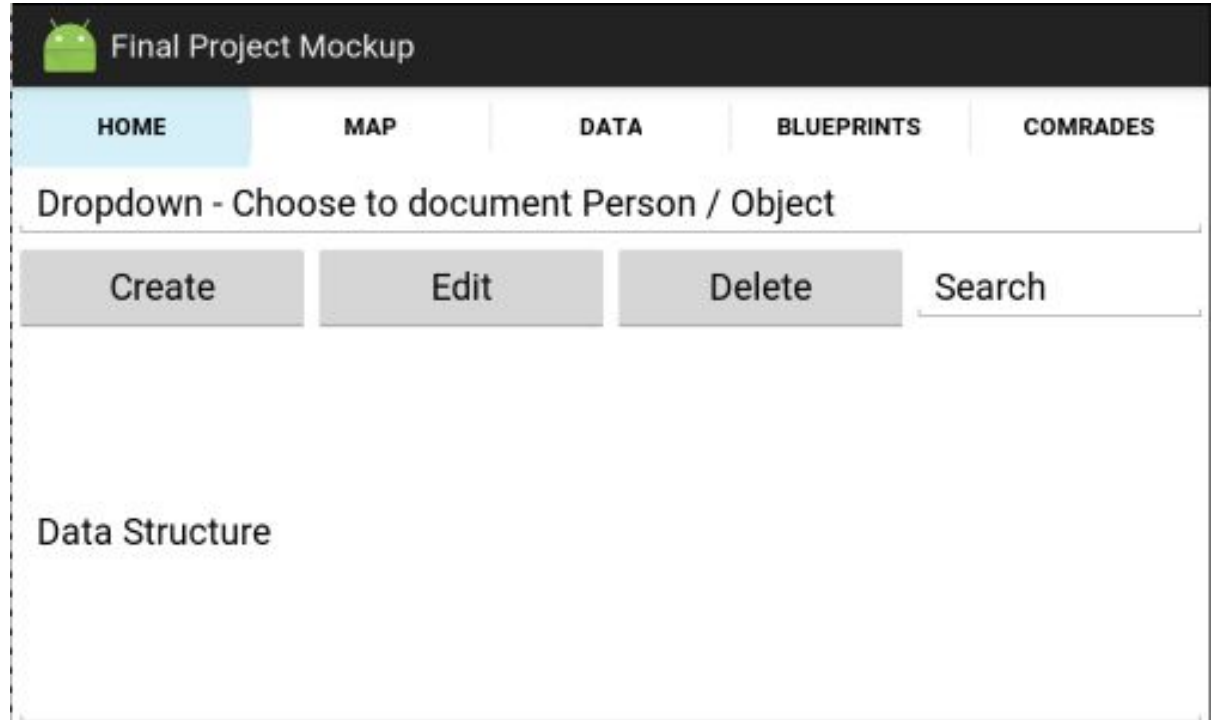
Map tab

- Pre-loaded with IRL game zones.
- Can sketch upon map and save for future viewing: Good for planning routes and highlighting destination.



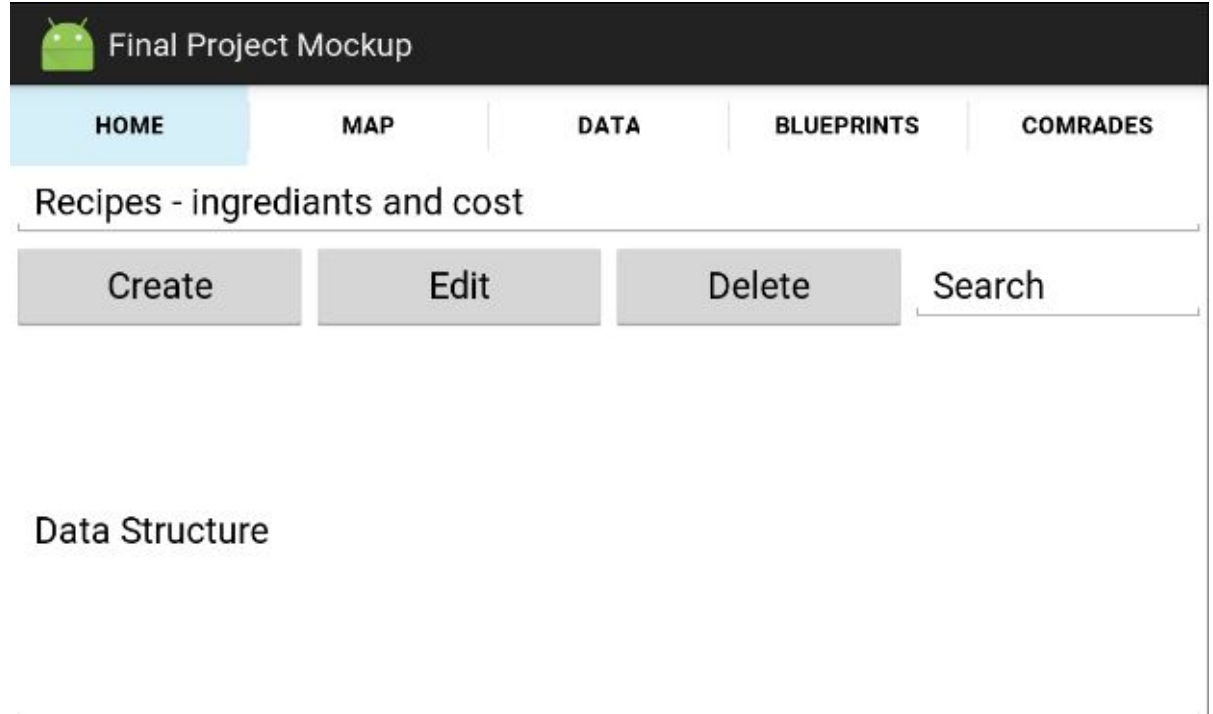
Data tab

- Player documents people / objects he interacted with for future reference.
- Keep track of quest items and important figures.



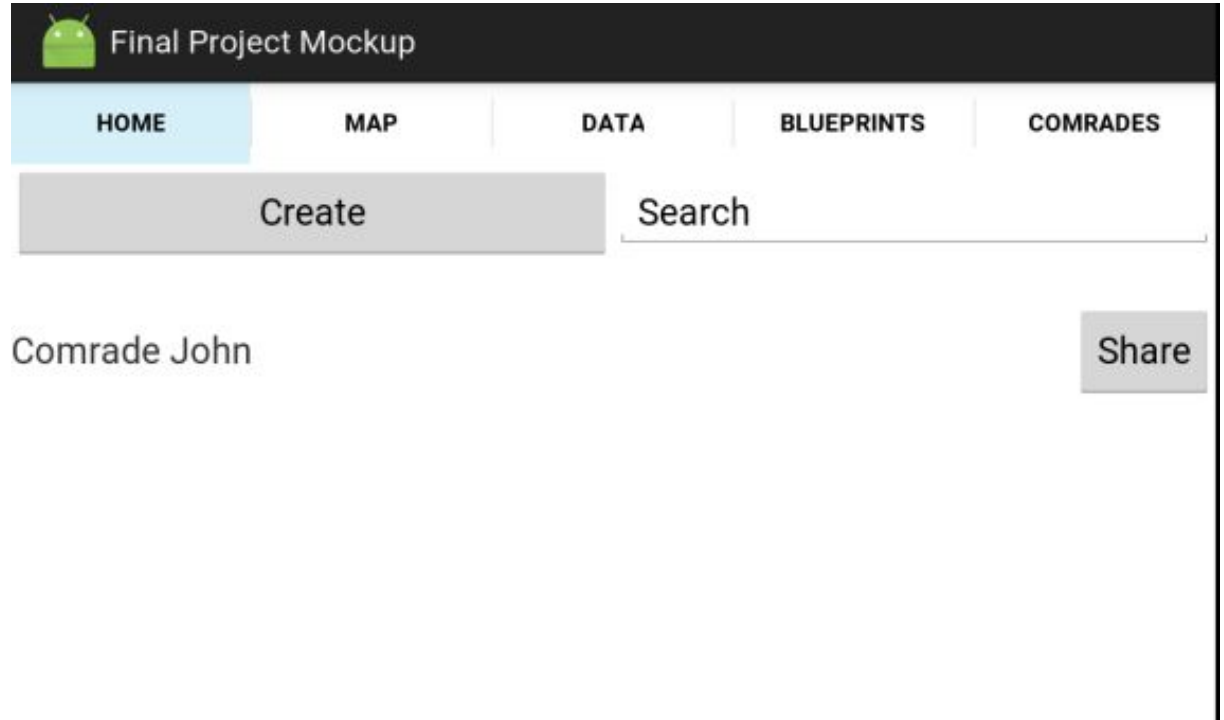
Blueprints tab

- Blueprints \ Recipes learned can be documented with particular detail for ingredients needed and cost.
- Used for crafting in-game objects.



Comrades tab

- Contact list of other players you wish to interact with in the future.
- Can share documented data such as: Map sketches, Data objects and blueprints.



Application Architecture

- User data saved on local DB.
- User interaction with Share function to another user via Bluetooth / Wifi.

