

Project Charter

Project Statement

Our project intends to explore how access to a small map of teammates' locations could enhance the experience of many simple outside-games. Our app will set itself apart by offering built in game modes in addition to basic functions of a friend-finding map.

Project Objectives

The project will aim to assist its users with navigation by enhancing common social games and tasks. To summarize, our objectives are as follows:

- Implement an application that will allow friends to locate each other using GPS-based locations
- Give users the ability to use a suite of game modes to assist in common social activities that include, but are not limited to:
 - Sardines
 - Capture the Flag
 - Slender
 - Marco Polo
- Create an inviting graphical user interface that gives the user the impression that they have a minimap similar to what would be found in a video game
- Use features of android such as step counting, accelerometer, and compass to make a more fluid and accurate tracking system
- Implement an augmented reality interface for the friend finding subsystem of our application

Project Stakeholders

- Users: Those who enjoy social, outdoor games and wish to enhance their experience with technology, and those who cannot find their friends through traditional means
- Developers: Michael Crabill, Joe Coy, Zachary Deganutti, Nikolas Ogg, Corey Pitzo, Matthew Tracy
- Project Manager: Nikolas Ogg

Project Deliverables

- Backend Java server to organize users into different games (see project objectives) and run the resulting game modes. This includes:
 - Managing user accounts
 - Grouping users into games
 - Running the games with GPS information from the frontend application.

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- Allowing easy additions for new game modes.
- A frontend android application to allow choosing of a gamemode and to display the running game. This app will communicate with the Java server to receive information about other users' locations and display them on a minimap.
- A database to hold all relevant information about each user such as gps information and game state.