

INFORMATIK IST LANGWEILIG? VERSTEHE WEBTECHNOLOGIEN AM BEISPIEL VON SPIELEN

Problem- und Projekt-basiertes Lernen

Modul Webtechnologien im Studiengang Informatik/Softwaretechnik



GridShift



Steuerung:
Swipe (up, down, left, right)

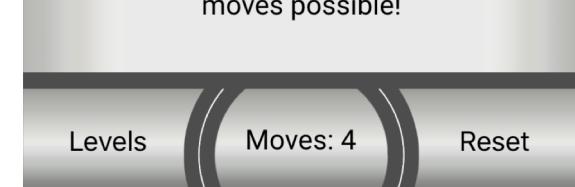
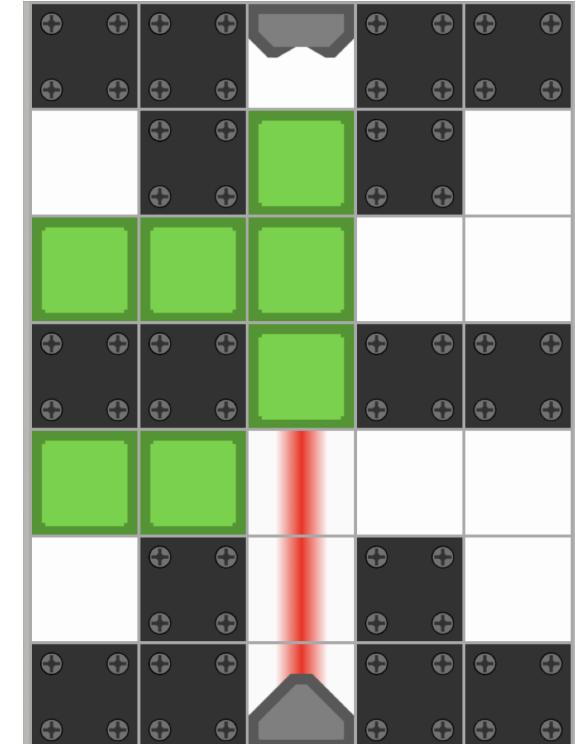


Screen Orientation:
Portrait

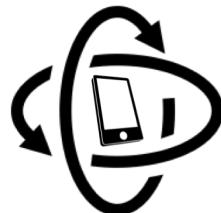


Genre:
Denk- und Puzzlespiel

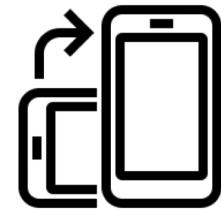
Release:
Sommersemester 2018



RabbitRinth



Steuerung:
Gyroskop (up, down, left, right)

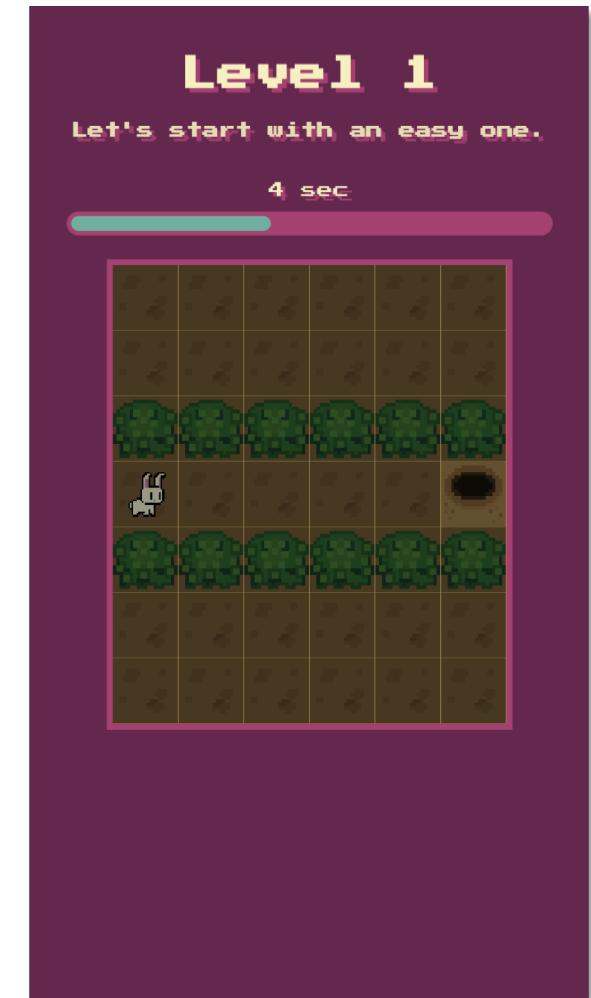


Screen Orientation:
Portrait oder Landscape

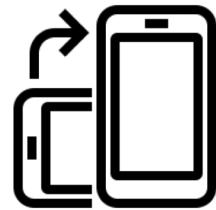
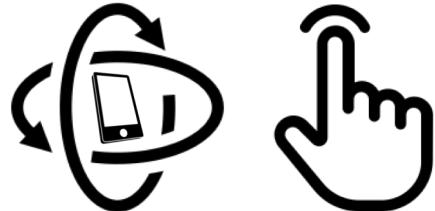


Genre:
Jump 'n Run
Labyrinth
Geschicklichkeit

Release:
Sommersemester 2018



Star Jet Enterprise

**Steuerung:**

Gyroskop (left, right, up, down)
Tap (to fire)

Screen Orientation:

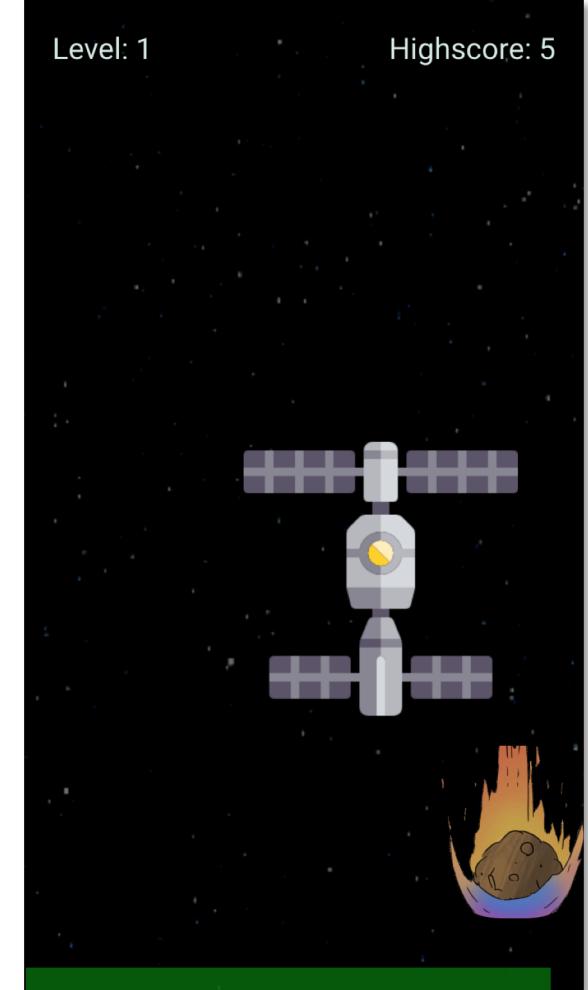
Portrait

Genre:

Platform Shooter

Release:

Sommersemester 2018



Tetris



Steuerung:
Tap (on Controls)

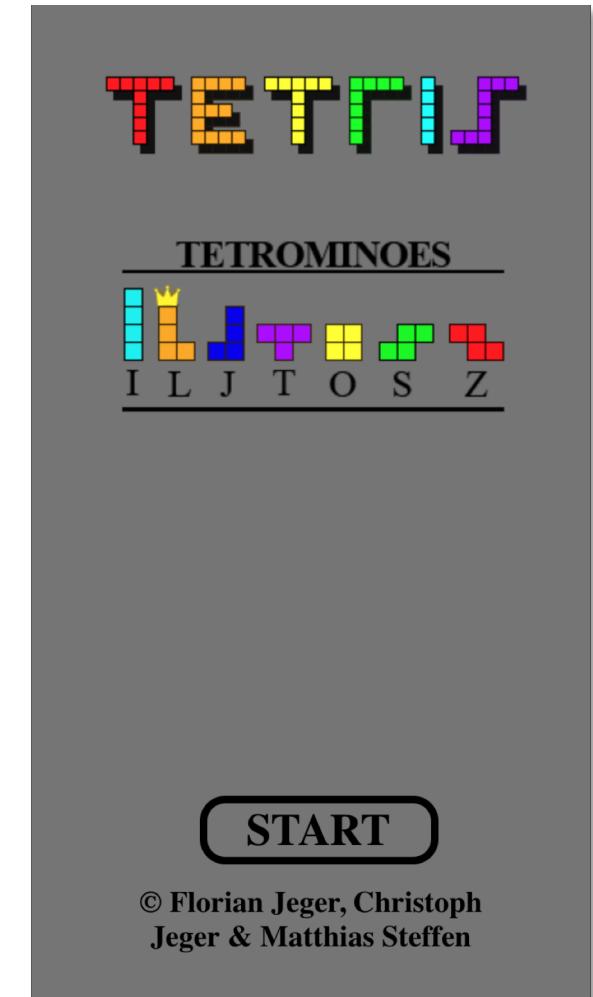


Screen Orientation:
Portrait



Genre:
Puzzlespiel
auf Zeit

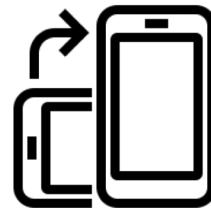
Release:
Sommersemester 2017



Dynamite Man



Steuerung:
Tap (on Controls)

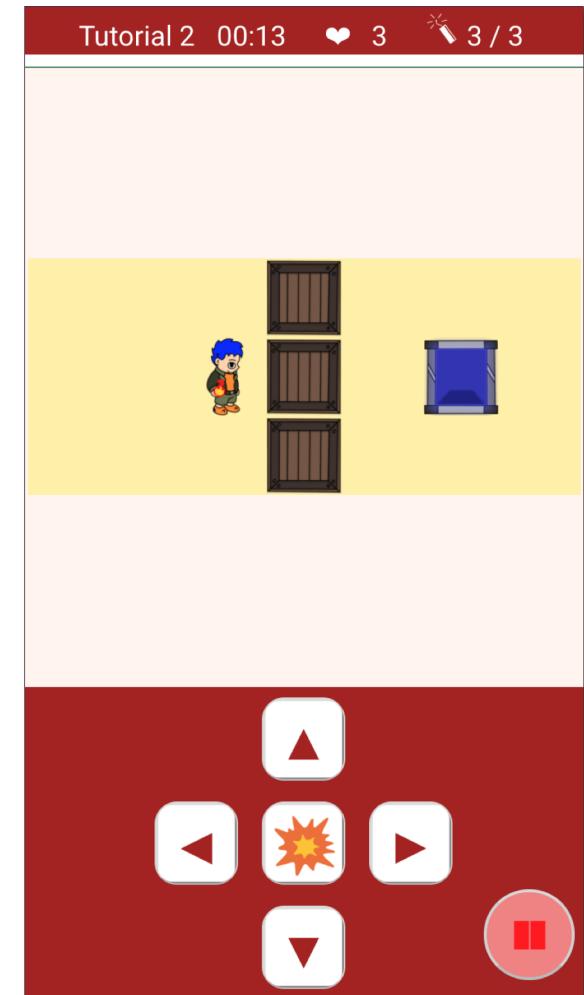


Screen Orientation:
Portrait oder Landscape

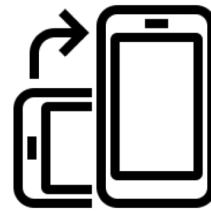
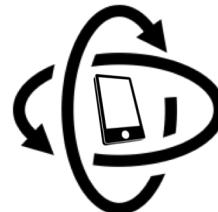


Genre:
Denk- und
Labyrinthspiel

Release:
Sommersemester 2017



DartJump

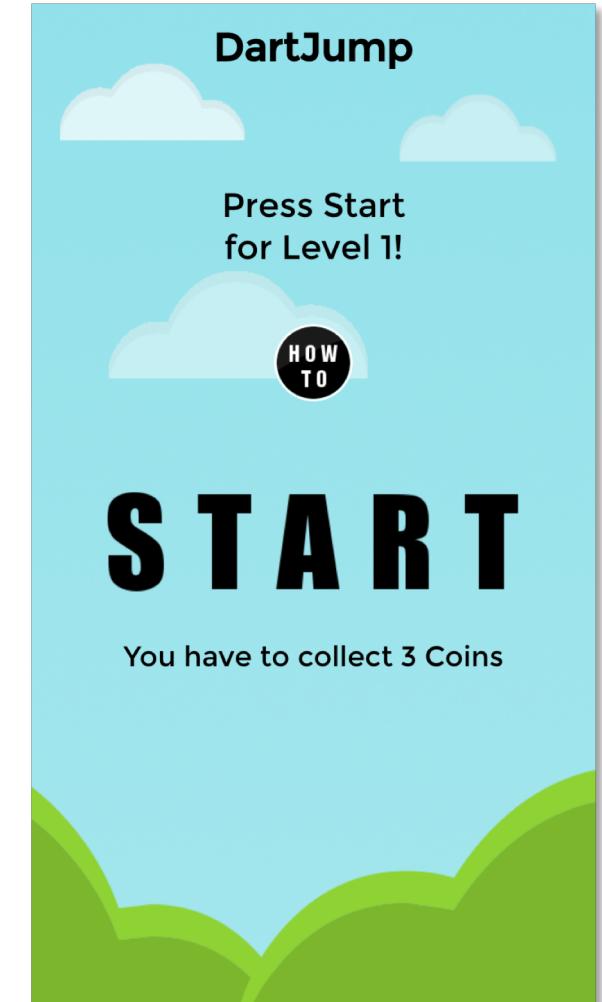


Steuerung:
Gyroskop (up, down, left, right)

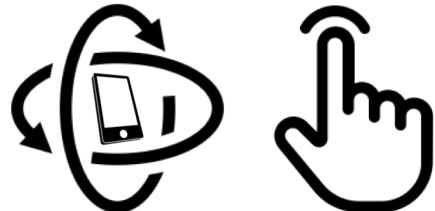
Screen Orientation:
Portrait

Genre:
Jump 'n Run
Geschicklichkeit

Release:
Sommersemester 2018



Drops



Steuerung:

Gyroskop (left, right, up, down)
Tap (to collect)

Screen Orientation:

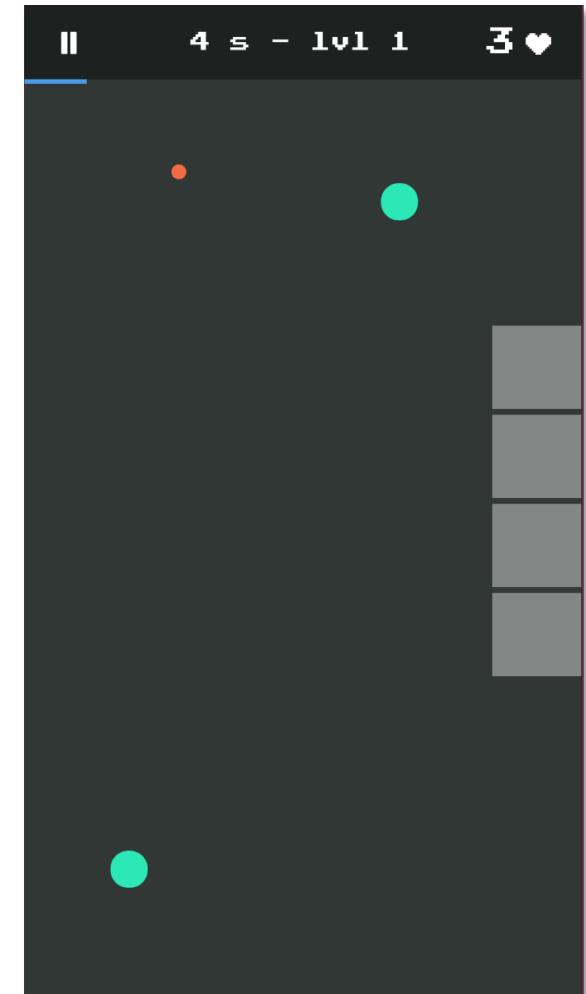
Portrait

Genre:

Ausweichspiel
Geschicklichkeit

Release:

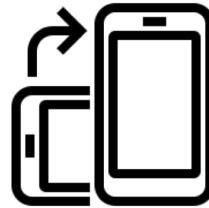
Sommersemester 2017



Dartfall



Steuerung:
Swipe (left, right)

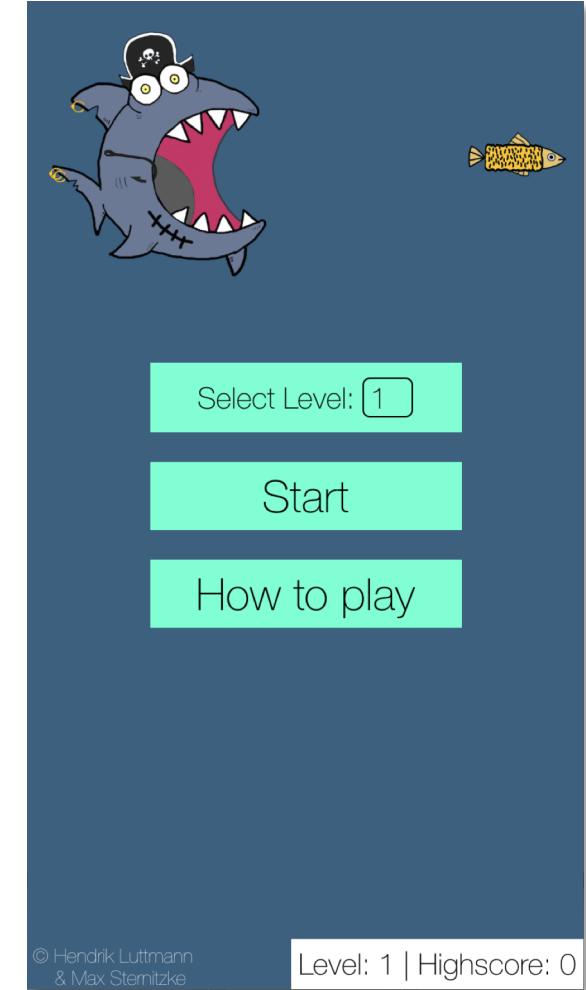


Screen Orientation:
Portrait



Genre:
Geschicklichkeitsspiel

Release:
Sommersemester 2017



Yet another 2048 (Anschaungsbeispiel)



Steuerung:
Swipe (up, down, left, right)



Screen Orientation:
Portrait

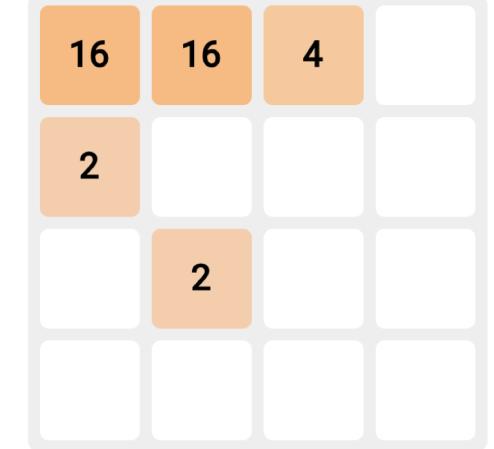


Genre:
Denkspiel

Release:
Sommersemester 2018

Yet another 2048

Points:	Score:	Highest Points	Highest Score
424	16	13488	256



Author: Nane Kratzke, Lübeck University of Applied Sciences
Purpose: This is a Webtech demonstration game.
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