

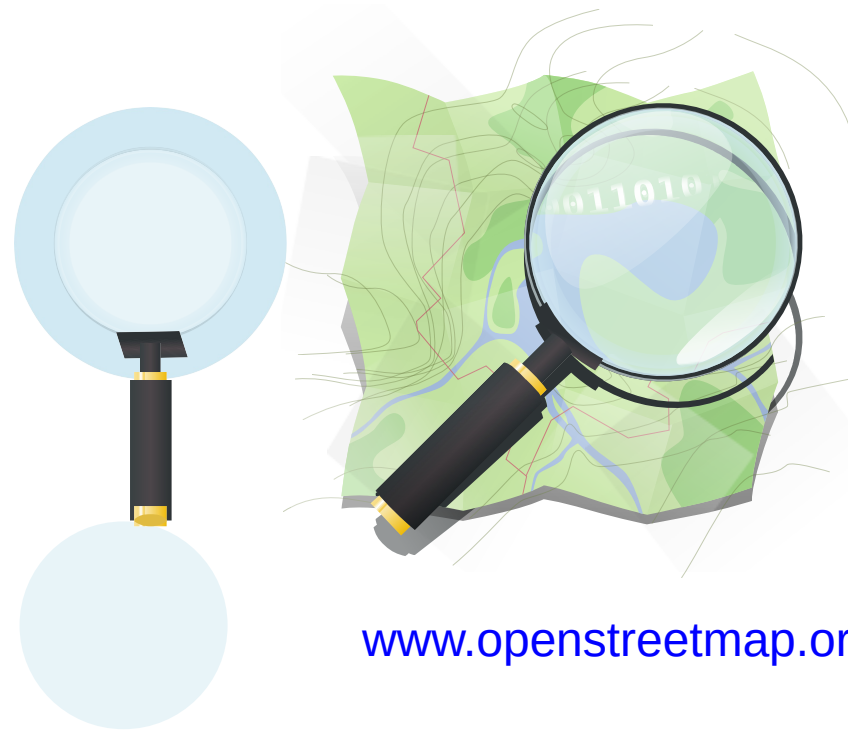
LBS Projekt WS2012/13

Map your City

Martin Hochenwarter, Stefan Kasberger

Idee

Spielerisches verifizieren der Sachdaten von Geoobjekten aus der Open Street Map Datenbank.



www.openstreetmap.org

Technische Lösung

- IDE: Sublime, venvenvironment
- Server:
Python Microframework flask mit postgresSQL
- Client:
 - HTML5
 - JavaScript: jQuery + jQuery mobile, Leaflet
- Versionierung:
Git + GitHub = GPLv3

Spielmodi

- Optionen:
 - Objekt-Arten: Restaurant, Bar, Bank
 - Objekt-Attribute: Wheelchair, Smoking, Vegetarian
- Single Player:
 - Free For All
 - Mapper of the Week
- Multiplayer:
 - Free For All

Screens

Register

Welcome to Map Your City.

Please register to get started.

[Login](#)

Map Your City



Singleplayer



Multiplayer



Highscores



About



Player



Help

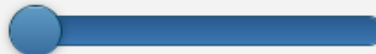
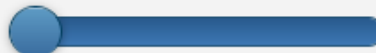
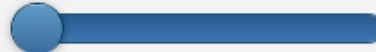


Logout

Logged in as: cheeseman



Create Game

Number of
Teams:Number of
Players:Timelimit in
Minutes

Items to verify



Restaurant



Bar



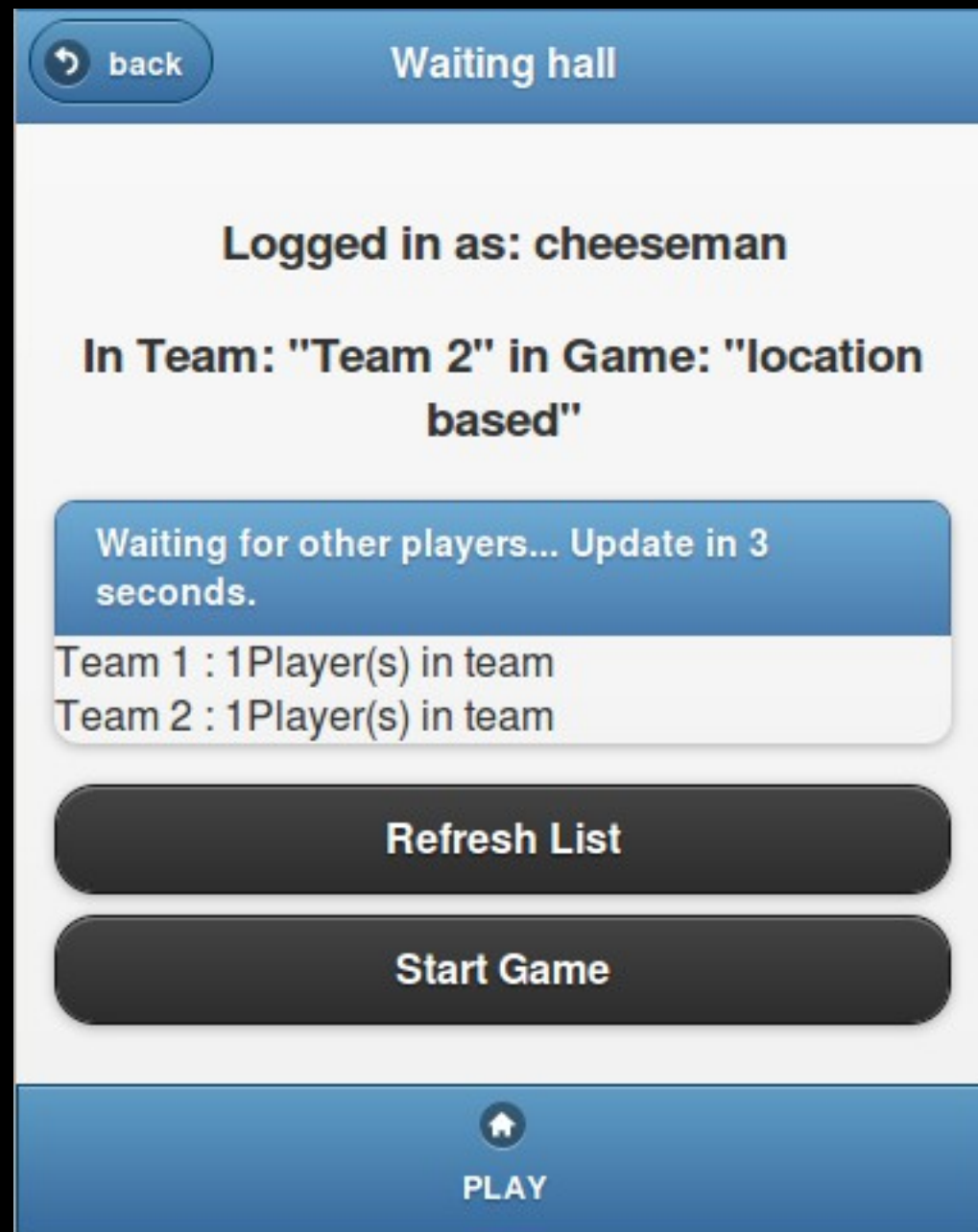
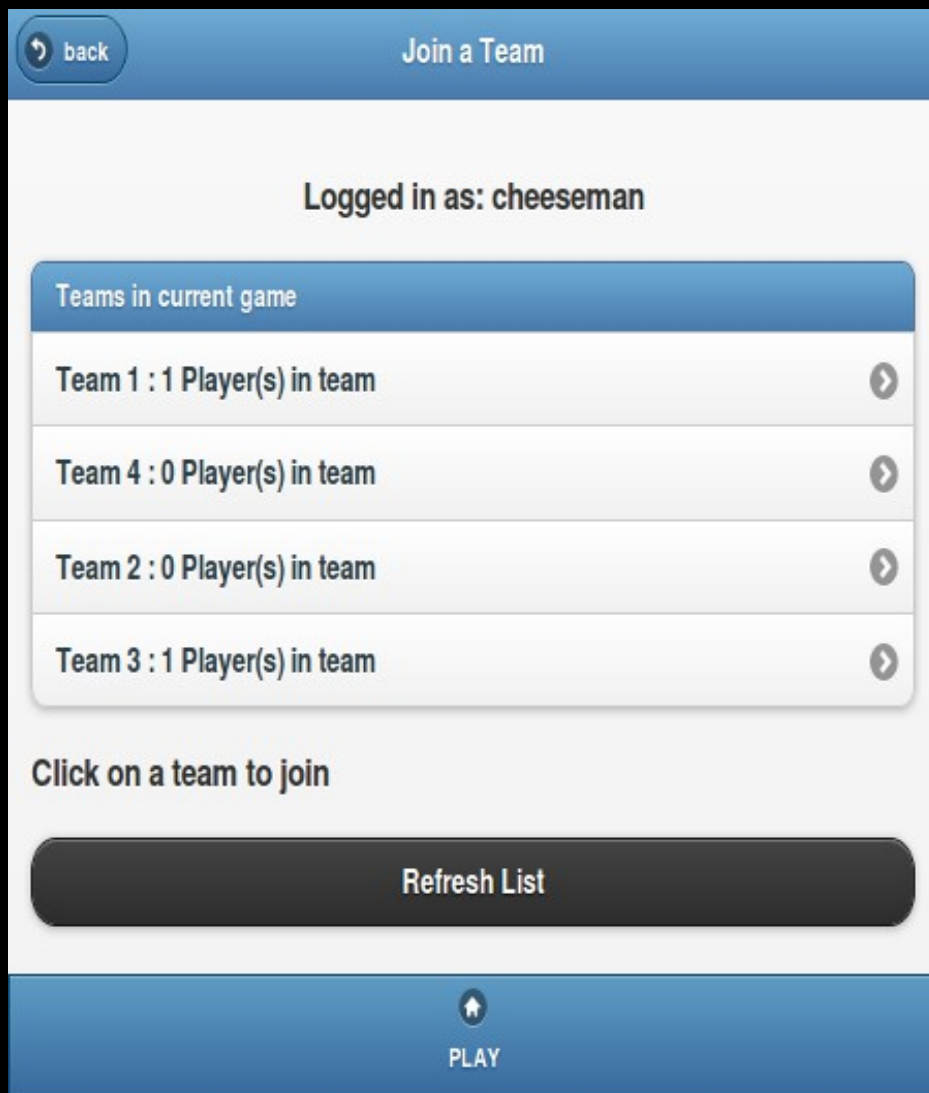
Bank

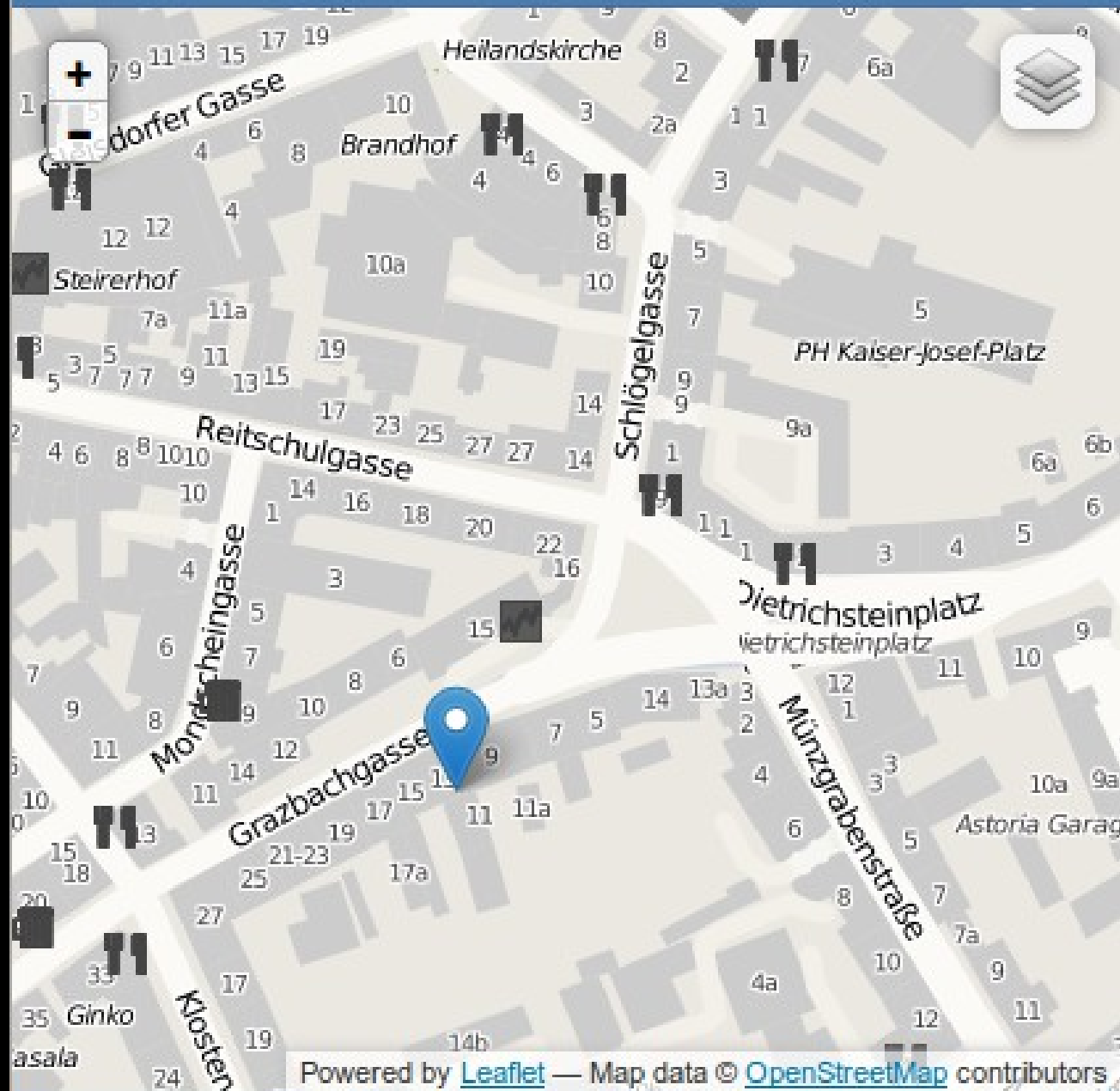


Join Game



PLAY





Menu



Scores



Player



Help

Score: 7

Map Your City

End Game

Name:

Athen

Type:

restaurant

Wheelchair

Yes

No

Smoking

Yes

No

Vegetarian

Yes

No

Enter Information

Cancel



Menu



Scores



Player



Help

Result

Score: 8

Earned Badges:



Replay



Menu



Help

Map Your City

Highscore Toplist

Rank	Username	Score
1	Martin	80
2	Stefan	4
3	cheeseman	0
4	Yolo	0
5	Handy	0



Menu



Player



Help

Zusammenfassung

- Flask ist super!
 - SQLAlchemy
 - Jinja
- Weiteres
 - Datenmodell überarbeiten
 - Prozesablauf genau skizzieren
 - Spielmodi hinzufügen

Ende

Danke!

Fragen?