P01

During this course, you should form a team of two people to develop a mobile game either in Android or Web/HTML/JavaScript.

Some ideas:

1. Connect4: Develop a game where two users can play Connect4 against each other on one (or two) mobile device.
2. "Mensch ärgere dich nicht / Sorry": Develop a game where two (or more) people can play on one mobile device.
3. Localization Finder: Develop a game where people can hide and seek virtual items in the augmented real world.
4. Halma / Chinese Checkers: Develop a game where two (or more) people can can play on one mobile device.

Please note that all these points above are just things we came up with. If you have a good idea for a game that is at least equally complex to our suggestions feel free to implement this.

There are two major milestones when developing your game:

1. Write a short project description (PDF and an entry in the Moodle-Wiki): What game you want to develop, what technology you want to use and also some gameplay details (basic design, how many players, how many devices, …).
   Date: end of week 3.
2. You have to present your final development in week 13 or 14.

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In this week:
- form a team,
- discuss some project ideas (brainstorming phase),
- make a preliminary decision about which idea to pursue,
- create a first draft of the project description.