

Location-based Real Time Strategy Games  
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# 1 Abstract

This project has come to life, after the following idea has been posed: How can social interaction be fused with mobile gaming in order to provide a bonding outdoor experience to a group of people ?

The purpose of this project is to create a niche game which provides augmented reality, rather than augmented virtuality - a game that would bond a group of people in social interaction by adding competition between two teams and cooperation within the teams.

This thesis describes the research and development of "People With Guns", a Real Time Tactics game with Shooter elements. "People With Guns" is a team versus team last man standing virtual battle in which the players of the two teams move in real life, use their mobile phones to communicate and interact with each other with virtual 'weapons' and 'power-ups'.

We will first describe the steps taken until the idea was properly outlined - the whole process of searching for inspiration and the construction of the idea. Then, we will proceed to present the process of developing the application, intertwined with a dynamic progression of the game concept and mechanics.

## 2 Introduction

Ever since the first operating system for handheld devices, the spreading of smartphones has intensified every year. In 2012, the number of smartphones in the world has reached one billion, according to Bloomberg(1).

The rapid expansion of mobile computing presents new challenges and opportunities for both the user and the developer. The ease of use and the presence of touchscreens, GPS receivers, gyroscopes, accelerometers and, since recently, even barometers gives way to new approaches in developing games.

The mobile market for games has matured, as the quota of mobile games from the total digital games market is increasing rapidly and concurrently with that of mobile phones and tablets among all connected devices. A report of the Entertainment Software Association shows that in 2012, 62% of gamers played games with others, whether they did it in person or online. 33% of gamers played social games(2). According to a prediction by Forbes, the mobile game industry will focus on multiplayer in the year 2013(3) and a study by Emarketer.com shows that from 2011 to 2012, the mobile gaming revenues in the US have almost tripled and estimates that the growth will reach in 2017 659% of the level from 2011(4). The number of mobile broadband subscriptions is on the rise: From almost a billion and a half in 2012, it is expected that they reach two billion in 2013 and almost three billion in 2014(5).

By searching and testing out the available games for Android and iOS, we can conclude that the GPS-based game market is still making its first steps towards the public, despite significant research and tryouts. Eighteen games that can currently be found either in research or on the aforementioned markets have been evaluated and tried out, the concepts and presentations of other mobile game concepts, along with navigation sports and games that predate the computer have been studied. The conclusion drawn has been that most of the GPS-based games in existence focus more on virtuality than on reality. Although many are social games or have social aspects to them, it is more likely to see two people standing next to each other with their eyes on the phone than directly interacting. Considering the Milgram's Virtuality-Reality Continuum, we could rather say that the current GPS-based games are augmented virtuality games, in which the player position is a reality feature added to a game of immersive virtuality.

The reason why this game can be considered important is that it fuses existing video game genres with the mobile experience, into an original game with dynamic and enjoyable gameplay - a process which is roughly based on (but strongly inspired by) previous attempts by others. They will be described in the process.

The third chapter, 'Related work', will present the sports, games and game creation frameworks that have inspired the concept behind "People With Guns".

The fourth chapter, 'The game concept' will detail the final concept of the game that was developed and will briefly present a typical gameplay scenario.

In the fifth chapter, 'Architecture' we will see how the game works and how its components work together to bring forth the gaming experience proposed in the second chapter.

The sixth chapter presents the development timeline: the gradual development of an idea into a game, step by step, covering both technical and design aspects in their evolution.

In the seventh chapter, the organization methodologies that have been used will be presented, along with conclusions and suggestions based on the experience with this project.

The eighth chapter briefly describes ideas for the future stages of this game's development

Chapter ninth draws the conclusion over the whole work

At the end, six annexes have been added with a number of detailed insights on technologies chosen, game descriptions and tutorials.

### 3 Related work

In this chapter, we will follow the games and concepts that have lead to the assembly of the idea for the game developed on this project. We will define a number of computer game genres, classify some of the most popular location-aware games, game platforms and non-digital games that aided the concept. Then we will present the evolution of the idea for this game prototype. The game concept brought up here is part of a genre that has a long legacy among computer games, but is not yet known to the location-aware games market. The genre is that of ‘Real Time Strategy’(RTS)(6) games. Some other elements come from the genre of ‘Shooter’ games(7). We will do that with a subgenre of RTS, called Real Time Tactics(RTT)(8). The game ”People With Guns” is a Real Time Tactics game with Shooter elements.

#### 3.1 Introduction: Real Time Strategy games

We will now go through the definitions of Real Time Strategy(RTS), Real Time Tactics(RTT), Turn Based Strategy(TBS) and will highlight a comparison between RTS and TBS.

##### 3.1.1 What is Real Time Strategy?

RTS games are defined as real-time (continuous time) competitive games, in which several players fight against each other, either in a skirmish or team versus team(9). The purpose is to defeat the opponents by taking real-time decisions on managing resources and troops(10)(11). The three main focus points of the RTS genre are : **managing resource gathering, building a base to provide troops and battle tactics.(6)**

This project will focus on a subgenre of RTS, Real Time Tactics(RTT) - which, instead of managing all three aspects of RTS, focuses on battle tactics(12).

Because it is essentially a simplified approach to RTS(8), RTT can provide a good proof of concept and at the same time simple and enjoyable playability. The advantage of having a RTT GPS-enabled game versus RTS is that it greatly reduces the play time, requires less skills and has the potential of being less stressful than RTS.

##### 3.1.2 Real Time Strategy versus Turn Based Strategy

Turn Based Strategy(TBS) games(13)(such as chess and board games, for example) allow the player to take his time and plan every move. As opposed to the games in this genre, in RTS games the player has to deal with a much greater deal of uncertainty and has to improvise on the go(14). The duration of a TBS game is greater than that of a RTS game. This type of game is not in the scope of this project, yet it deserves mentioning, as there are many such games for mobile devices. Some notable implementations are the ones of Scotland Yard(Ravensburger GMBH), Catan(Catan GMBH) and Monopoly(Hasbro, Inc.).

In particular, there are two implementations for Scotland Yard that have been conceptually interesting in the search. A comparison has been made(15) on whether it is better to port a board game in a real-time(continuous-time) or turn-based mobile location-based game. These two implementations are Mobilis XHunt(turn based) and MisterX Mobile(real-time). The comparison has been made on 10 aspects: Fun, Smooth Progression, Dynamic Gameplay, Ease of play, Stressless Gameplay, Communication, Strategy, Clear Rules, Low Risk, Education. The conclusion was that

there was no favorite between the two, but it has been concluded that these 10 aspects have different weights for the player and that Fun, Smooth Progression and Dynamic Gameplay have a higher individual weight to players than the rest.(15, p.5)

Based on the knowledge gathered from the above-mentioned comparison, the aim of this project will be to maximize the interactivity and dynamics of the RTS game.

### 3.2 Location-Based Augmented Reality Games

Although the mobile games market has evolved along with that of hardware devices, the location-based game genre remains a largely untapped area. Many interesting games have been attempted, but very few have received mass adoption.

In this chapter, we will define location-based games, define a number of genres in which a number of location-based games that were studied fall into. Then we will make the classification of the games and briefly describe the evolution of ideas and their turn into the final concept of 'The War Game', which in turn ended up to become "People With Guns".

#### 3.2.1 Location-based games

Location-based games take advantage of the mobile devices' built-in receivers for global positioning. They provide the user's location with an accuracy ranging from a few to several dozen meters.

location-based games came up long before this feature has become ubiquitous in mobile phones and tablets. One of the first widespread location-based games is Geocaching. It is composed of two parts:

- a. Placing physical caches at various locations that can be considered interesting or worth visiting and publishing their GPS positions (eg. on websites).
- b. Searching for various caches by using a GPS device.

Along with the evolution of smartphones came that of the mobile games. GPS games come in a lot of flavors, from location-based tours, adventure and investigation games to various race games - single and multiplayer and massively multiplayer online games.

#### 3.2.2 Types of location-based games

There is a number of location-based games and game authoring tools that are available for iOS and Android devices. The ones studied for this paper are : ARIS, Tourality, Wherigo, conTA-Gion, Shadow Cities, SCVNNGR, Please Stay Calm, Parallel Mafia, Parallel Kingdom, Tripventure, Warfinger, Totem, Portal Hunt, aMazing, Ingress, MobileWar, Mister X Mobile, Mobilis XHunt, Own This World, MapAttack.

For better understanding the classification done below, we will first define each type of game:

- a. **Adventure/Investigation Game** - Game in which the player plays the role of a character in a story. The primordial characteristics of this genre is that it is focused on immersion in the story, puzzle solving and investigation, rather than on physical skills. Also, the tendency of this genre is towards single player experience, though occasionally multiplayer is also implemented (eg. the ARIS-based game 'Mentira').

- b. **Massively Multiplayer Online Game** - This type of game is designed to support large numbers of players (even in the number of millions in some cases) that play and interact in a persistent virtual world. This type of game allows both cooperative and competitive gameplay and is exclusively based on multiplayer. Subgenres include MMO Role Playing Games and MMO Shooters.
- c. **Casual Game** - Analogous to the MMO, the Casual Game is targeted at mass at a mass audience and can incorporate any type of game type. The particularity of this genre is that it aims at having simple rules, simple gameplay and requiring no specialized skills.
- d. **Racing Game** - It is a genre defining a broad range of games. In the case of computer games, it describes mostly motorized vehicle racing. In the mobile context, it mostly describes racing on foot against time or through a number of checkpoints.
- e. **Shooter Game** - This one is a subgenre of action games. It focuses on first or third person experience, speed, aiming and reaction time. Usually the weapon is ranged, although close-combat weapons are included in most games.

We will now classify the games/platforms based on the genres they best fall in:

a. **Adventure/Investigation Games**

- (a) ARIS
- (b) Wherigo
- (c) Tripventure
- (d) Tidy City

b. **Massively Multiplayer Online Games**

- (a) Shadow Cities
- (b) Please Stay Calm
- (c) conTAGion
- (d) Parallel Mafia
- (e) Parallel Kingdom
- (f) Portal Hunt
- (g) Ingress

c. **Casual Games**

- (a) SCVNGR
- (b) Warfinger
- (c) aMazing
- (d) Own This World
- (e) MapAttack

d. **Racing Games**

- (a) Tourality

e. **Shooter Games**

- (a) MobileWar

A special category is represented by Mister X Mobile and Mobilis XHunt, which both bring a board game (Scotland Yard) to the mobile environment. While the former adapts the board game to real-time gameplay (placing it closer to the 'Multiplayer Racing Games', with elements from 'Real Time Strategy Games'), the latter falls in the definition of 'Turn Based Strategy' games.

### 3.2.3 Physical games

A number of games have played a significant role in the construction of the ideas that led to the eventual assembly of the one that was decided for implementation. These games originate in the years before the digital age or the widespread of computers and GPS-enabled mobile devices. Some of these games have already been implemented in mobile games: tag and racing games and geocaching. We will mention all of them and briefly describe them and where they came in conceptually:

- a. **Orienteering** is a sport in which a map and a compass are used to navigate through checkpoints, across unfamiliar terrain. Checkpoints colored in white and orange are placed at various features along the way. This sport has started as a training discipline for the military and later on expanded as a civilian sport.
- b. **Radio Orienteering** is worth mentioning separately, as it was in itself an important source of inspiration for the games proposed along the way. It features a radio for direction finding, besides the map and compass.
- c. **Rogaine** is a cross-country navigation sport. As a difference from orienteering, where a path must be followed, in rogaining a larger number of checkpoints is given and there is a time limit. A team of two to five people has to navigate through the map and visit as many of these checkpoints as possible, in a given time interval(most often, 24 hours). This type of game has two branches: metrogaine(rogain through a city) and cyclogaine(rogain on bicycles).
- d. **'Tag' and 'Hot and Cold'** are classical children's games. Tag is a game in which one person is considered 'tagged'. That person passes the tag on by touching somebody else. The game is open ended. 'Hot and Cold' is a game in which one player has to find an item hidden by the others. During one's search for the item, the others help him by saying 'hot' when he is close and 'cold' when he is getting away from the item. In a variation of the game the players can use degrees of hot and cold to further help the searcher find the item quicker.

All these games will be found in the intermediary and final ideas for games or game features that have come through the phase that we can call the 'Exploration Phase'.

## 3.3 Multiplayer ideas for a tour app

The whole project started with the intent of adding multiplayer functionality and features to a tour application. A tour application is essentially for use by a single person. The first necessity for such a concept is that people performing the tour together see each other's positions on the map. Then, a search was done for features that could add dynamics to the multiuser experience. So came the idea of adding group quizzes and small games. This meant that the team had to split and find various clues on sidetracks of the main tour and solve short puzzles related to the landmarks along the way. Thereafter, this turned into more complicated concepts - such as adding navigation: One of the members of the group would navigate to a goal in the same manner of the 'Hot and Cold' game - either with the help of members of the group or that of the mobile device.

At some point, though, it has been determined that even if these small added features to the game would be entertaining, they are not fit as research subjects - they are already there to be implemented. Focus has moved to full-on games that would implement something not thought of thus far. The idea of augmenting the reality of sports such as orienteering and rogaining has been worked on and the result is one of the games, the 'Territory Takeover'. Radio orienteering and racing have been combined in the 'Mine Game'. Features from sports and video games have been added to what was proposed as 'The War Game'. They will all be described below, along with some rough technical requirements that have been considered.

### **3.4 Documentation on the Games**

Extensive documentation has been found from research done on education-oriented GPS-games.(16) (17) (18) (19) (20) (21), describing concepts and approaches in developing platforms and games to this end(18), porting them to different locations(19), comparing them and discussing their functionality(21) (16) (17) or discussing their effect and usefulness(16). Although the genre of Adventure Games has very little connection with that of RTS Games, it has directly influenced the creation of "People With Guns". It has provided critical information on how multiplayer features have been implemented for this genre and how social interaction is provided through cooperative puzzle solving.

The lack of documentation for the other games, except their websites has left trying them out one by one as the only option to understand their components and functionality. Additional information was retrieved from video descriptions, examples and reviews of the games.

During the preparation of this paper no games or documentation have been found on GPS-enabled Real Time Strategy games. From the searches performed, no location-aware mobile games have been found to fall in the genre of RTS. However, one has been found in the genre of 'Shooter Games' - MobileWar - but, unfortunately, it did not work on Android, nor did it on iOS.

## 4 The game concept

After the exploration of the game concepts presented before, the ideas for three games were constructed. These games have been named 'Territory Takeover', 'The War Game' and 'The Mine Game', for descriptive purposes.

The three games have all been initially proposed for development within a common framework, but after close evaluation of the time and effort implications, the decision was made to develop only one of them as proof-of-concept, while keeping the others as proposals for future work.

The game that has been chosen for this project is the one defined as 'The War Game'. It promises to be the game to offer a panoptic multiplayer experience, both as a semi-core and casual game, while filling a gap in the current offer of gaming experience by exploring the concept of Location-based Real Time Strategy games.

The purpose of this project is to create a Real Time Tactics game that can be played outdoors and focus on social interaction through augmenting reality. It should be fast paced, while not demanding on time and game or technical skills. An important subject of focus is strategy as a catalyst for social bonding.

As a byproduct of the requirements mentioned, an element of focus is to make the game appealing a wide spectrum of population. It is to provide casual gameplay that can also be taken to more serious levels, according to the skill of the players themselves.

The main goal is to develop the game and provide appealing functionality and dynamics. The second goal is to test whether a broad spectrum of population may enjoy this game and if not.

### 4.1 The War Game

The 'War Game', which has later been named 'People With Guns', is a GPS-based game in which two teams fight a last-man-standing battle. Each person gets to choose between a number of character types in the game. How fast one moves in the game equals how fast one runs in real life.

The player can choose between four types of characters : Medic, Sniper, Scout, Marine - each with their own specific weapons and health, fitting different roles within the game.

The rules of the game are simple: two times fight a virtual battle. One team's purpose is to defeat the opposite team with the means given: each player's real life movement and the virtual weapons and powerups for fighting. The interface with the so-called 'weapons' and 'powerups' is laid out in the form of buttons that are shown on the bottom of the screen. Each weapon or powerup has the following attributes: range, cooldown, duration, damage. By default weapons have instant effect(therefore no duration) and powerups have no damage(but they have a duration) - the only exception is the 'Heal' ability. Both weapons and cooldowns have a range - an area of effect for their use. If a target falls within that area, the weapon or powerup of choice can be used. After the activation of a weapon or powerup, it will be available for use after a time given by its 'cooldown' attribute. In the case of powerups('Invisibility' and 'Shield'), their time span during which they are in effect after activation will be given by the 'duration' attribute.

The players are to perform complex communication between each other verbally, thus maintaining social contact as long as they are in each other's proximity. For the case of players that are too far

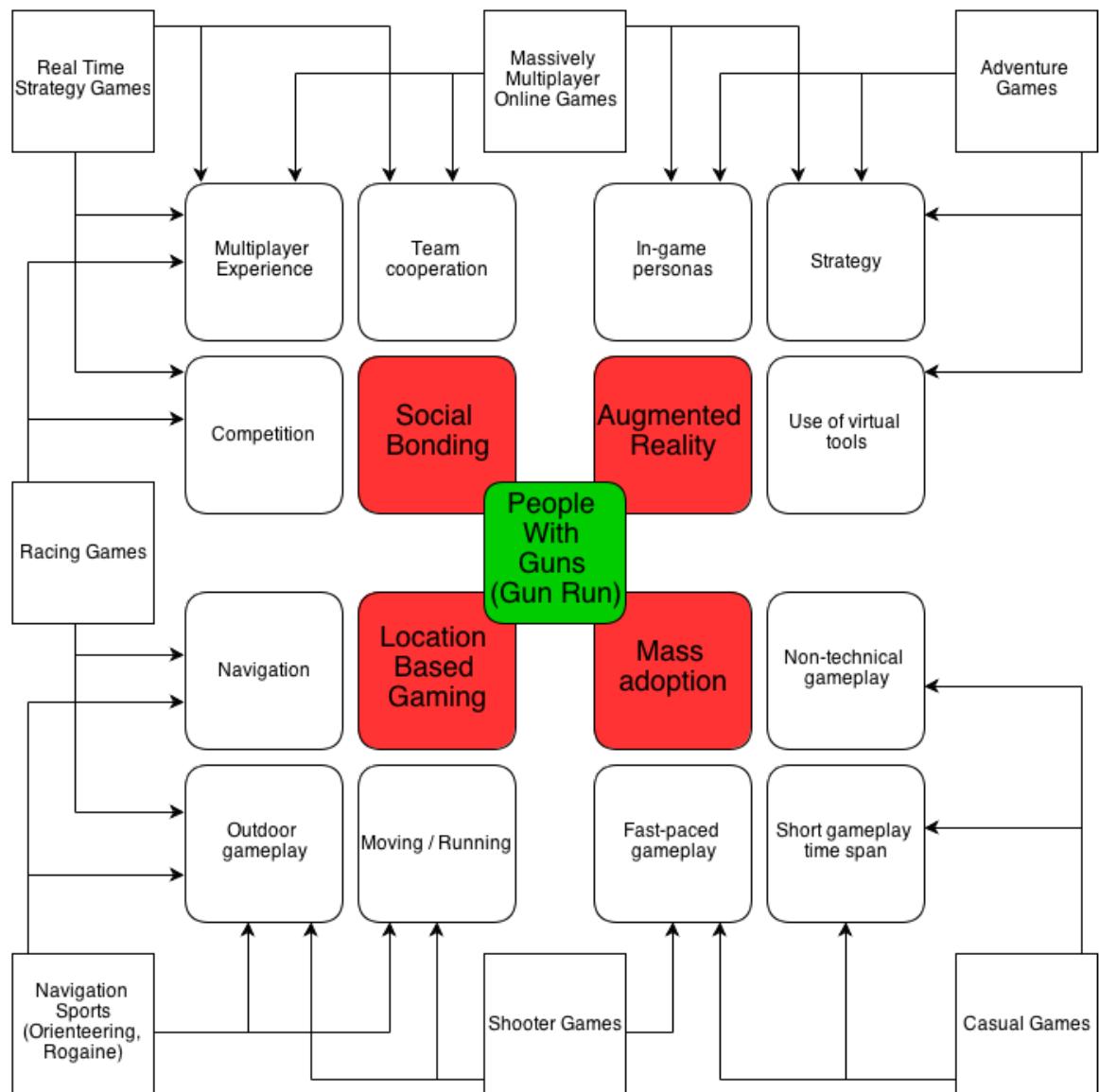


Figure 1: *Conceptual construction of "People With Guns" ("Gun Run")*

away from the rest of their team, a number of preset messages are provided for quickly exchanging information between them(such as asking for help, cover or for healing) without distracting them from the gameplay.

The purpose of this game is to add to the experience of a group of people, without taking too much focus upon itself. Social bonding and team building are the goal to be achieved through strategy, tactics and a fun, light game to bring it all together.

While sliding away from the idea of enhancing a tour mobile app, it was observed that there are no location-based Real Time Strategy games in existence, or at least not visible to the thorough search performed to find any.

Based on the previous ideas and some concepts provided into a few games or game ideas such as Warfinger GPS, MobileWar and racing and navigation games, three game ideas have been crystallized.

The games proposed for this project have been :

- a. **Territory Takeover**
- b. **The War Game**
- c. **The Mine Game**

1. The **Territory Takeover** game is a multiplayer, team versus team competitive game. The players or game author define an area of play, which will be automatically divided into multiple areas defined by a grid. Each division will be marked by a 'flag' (a GPS marker). To capture the area division, a team must capture its flag. The game ends when all flags have been captured and the winner is the team with most captured flags. Each flag may be given a time that a player must spend next to it in order to capture it. Once a flag (and implicitly the territory) is captured, it remains so until the end of the game. The winner can be decided on flag counting or, alternatively, each flag may receive a number of points, according to the size of the territory marked by it and the difficulty of the terrain.

This game can be enhanced with the use of virtual tools or weapons. For the purpose of this project, the following tools/weapons have been considered :

- a. The **blocker** is an ability that can be used by each player to block an opponent from moving. The 'attacker' 'activates' the ability and a circle around him is drawn to show the range in which he can shoot. If an opponent enters the range area, the 'attacker' will select him on the map and shoot. The 'victim' will receive a notification that he is immobilized. A circle or rectangle will be defined around him and he will not be allowed to move outside of it for a given time, say 30 seconds or 1 minute. If he does, he gets disqualified and kicked out of the game. An alternate solution would be that the team loses points, for the case that this is the scoring methodology implemented.
- b. **unblocker** is an ability that an immobilized player can use. For this project, it will only work on the person that uses the ability. The effect is that a person that is immobilized gets the waiting time halved.

Both the abilities have a common cooldown timer. That means that if a player immobilizes somebody and is immediately immobilized himself, he won't be able to use the unblocker because of the cooldown following the usage of the blocker.

For time and effort reasons, this game will not be implemented now, but kept as future work: it can be added as an extra game type within the app in development.

**2. The War Game** is inspired by Real Time Strategy and Shooter games. Two teams are formed. The area of play may be limited or unlimited. Each player can choose between a number of characters. The first proposal has been for four character types: Defender, Marine, Sniper and Heavy Trooper. Each of the four characters has special abilities and characteristics :

- a. The **Defender** has the ability to generate shields for short periods of time. Members of the team can hide behind those shields for defence. The Defender may also act as a Medic and heal or revive members of the team. He has low health, long ability cooldowns and a sidearm with short range, small damage and fast cooldowns .
  - b. The **Marine** has a weapon that can shoot a medium range with medium damage and fast cooldowns. He has medium health.
  - c. The **Sniper** has two weapons : the sniper rifle that can shoot at distant ranges and deal large damage to single targets and the sidearm, which is the same as the Defender's. His health is low, just like the Defender's. The sniper shot may penetrate the Defender's shield and cause reduced damage to one target.
  - d. The **Heavy Trooper** has three weapons : the bazooka, the sidearm and mines. The bazooka is a mid-range weapon with splash damage - it therefore can be fired against compact groups, such as the ones that might be hiding behind a shield. The bazooka cannot deal damage through the shield, but it may be shot next to it, causing damage from the side. The damage to each target varies from moderate to small, depending how far they are from the center of the 'projectile explosion'. The mines can be placed randomly on the map and their 'explosions' will not affect the members of the Heavy Trooper's team. Also they cannot be triggered by the members of his team. The damage dealt will be moderate, with splash damage, just like the bazooka projectile. The bazooka and the mines have long cooldowns, therefore the sidearm is added. The Heavy Trooper has high health.
- 3. The Mine Game** is inspired by the classical game Minesweeper, Warfinger GPS and running games such as the ones in Tourality. It is essentially a single player game that can be played by many for score ranking. It may be adapted in various ways directly into the 'War Game'. The purpose of the game is that the player uses his phone as a mine detector and defuser and navigates through a virtual mine field, racing against time to get from a start point to an end point. A variant of this game could be of a team helping a designated player navigate through the mine field without touching any mines.

Some advantages and drawbacks can be highlighted for these games:

**Advantages:** They don't require specialized gear and setting, nor do they need long amounts of time to be played. They can be enjoyed with a bunch of friends on a sunny weekend afternoon.

**Drawbacks:** They highly depend on GPS accuracy. This issue may affect gameplay. This applies especially to the 'Mine Game', which would need pinpoint accuracy most of the time.

The similarity of the construction of the three above-mentioned games would allow us to use a common framework that will enable multiplayer interaction for both 'free for all'/'skirmish' and 'team versus team' approaches and permit the implementation of the 'Mine Game' along with the others. They would require a server to centralize player information such as GPS data and various attributes. Because the games proposed are fast-paced, they require quick response times from the server, client and the use of a fast and reliable protocol between them.

The games are proposed with group team building and recreation in mind. They require team strategy and cooperation. Territory Takeover allows for both team versus team and free for all gameplay, allowing for both small and large groups to play. The War Game is to be a fast paced game spanning a time interval in the range of a few tens of minutes. Although it contains some Shooter elements - such as the act of shooting itself - it focuses on strategy and tactics. Quick reflexes might be required to shoot, but not to aim. Where it lacks the realism of simulations or the immersion of classical computer Real Time Strategy games, it gains in the intensity of real-life experience and teamwork, without requiring specialized equipment or highly developed skills. Therefore, the game that is about to be developed fills a niche between casual and immersive games, bringing focus to social interaction.

From these three games, the one that was chosen for implementation was 'The War Game', because it offers a more versatile gameplay, conceptually permitting a larger number of players, while imposing less time and space restrictions.

#### 4.1.1 Implementation

Implementation will mean developing a server and a client application from scratch, covering all the functionality needed for the main game - the so-called 'War Game' to work according to its description.

#### 4.1.2 Schedule

This project, consisting of one server and one client application, was planned to be developed in four steps:

- a. **Development** - During the first iteration of development, the most basic features of the game are to be implemented: basic server functionality that would allow the game to work, basic client functionality and the 'War Game' without all features.(2 months)
- b. **Testing and Evaluation** - During this phase, the game and its functionality will be live tested for feasibility and quality. New ideas will be sought and documented. Most importantly, player feedback will be gathered.(1 month)
- c. **Development** - During the second iteration of development, the 'War Game' will be completed and, using its framework, the 'Territory Takeover' game will be implemented. Bugs will be removed and tweaks will be made to the framework and the game concepts to match the player feedback.(2 months)
- d. **Evaluation and Completion** - During the second evaluation phase, both games will be tested for playability, player feedback will be gathered and the Dissertation Paper will be completed.(1 month)

## 4.2 Gameplay

The gameplay will be presented as a typical scenario of interacting with the application:

- a. First of all, in order to get in the game, the player must connect to the server. Because this version of the game was created for testing purposes only, the server can only host one game. Once there is somebody playing, nobody else can join the game. A few seconds after everyone has left the game (gone back to the Main Menu), the server will reset itself and accept clients once more.

- b. Second, once the player has connected to the server, he will be presented with the Game Lobby. This is where he joins a team, sets his nickname and chooses his character type.
- c. Third, after the player has finished setting up, he can mark himself as 'Ready' to play the game. If all the players are Ready, the server will send a five second countdown and send the signal to enter the game - at which point, all connected clients will switch to the game screen and the players can start playing.
- d. Once in the game, the player's weapons will be enabled only when the teams satisfy the starting condition - for now, that means that the average positions of all the members of the two teams must be at least 150m apart and the members of each team must be at most 20m away from the center position of their team.

The strategy of the teams can vary and will be more successful when they devise one in which they help and back each other, by complementing their skills. That is why this game can provide both easy, fun gameplay and serious and complicated strategies, based on the intention of the people playing. Different combinations of players in each team, according to the needs and style of each player are possible - and they lead to ever-different approaches in the game.

The game ends when one of the teams is eliminated. Each player's 'character' or 'profession' has a number of associated health points. When the number of health points reaches zero, the player is eliminated from the game and shown a dialog giving the options to either quit the game or spectate.

## 5 Architecture

In this chapter we will detail the back end and front end aspects of the game: how the server and the client are structured, what makes them tick and how they communicate. We will first analyze the inner workings of the server, then those of the client and thereafter present the communication in between.

### 5.1 Server

The server was designed for relaying the information in between clients, centralizing and managing game information - such as keeping track of the teams and connected players. It is responsible for signalling the clients when to enter the game and when to start playing. The first signal tells the clients when to show the game screen and the second one tells them when to enable the game controls.

Among its roles are managing connections and resending messages - this means receiving updates from a single client and then unicasting, multicasting or broadcasting them. All this is done via TCP.

#### 5.1.1 Managing connections

For each incoming connection, the server first checks if the game is in progress (because it is a prototype, the server only hosts one game). If the game is indeed in progress, the incoming connection is refused. Otherwise, it is accepted. The server holds a dictionary of connections. The keys of the dictionary are the IP address : port pairs in the form of InetSocketAddress object instances specific to each connection. The values are the unique IDs of the players.

Along the stages of development, connection management has been done as '1 player = 1 IP address', then '1 player = 1 IP:port pair' and ultimately as '1 player = 1 ID'. The first approach could not work for players attempting to join the game from a subnet. The second approach created some player duplication issues that have finally been solved with the third. This detail servers to clarify the next detail in the process of accepting the new incoming connection: The player connecting to the server sends a 'hello' message with his ID. If he has no ID, he sends 'null' in the message - and the server generates a new ID for him. In the case that the player already has an ID, the server will check if that ID isn't already connected. If it is, the previous connection is closed and the new one is accepted. Then, the server will confirm the ID or provide it through the 'configuration' message - which also gives information about the weapons, powerups and information on the players who are already connected to the server. Once this is done, a MessageSender and a MessageReceiver object are created and registered in specific lists. The MessageReceiver object is created to interpret messages coming from the client and distribute them according to a message type system. The messages can be forwarded either to the MessageSender object, or updates entries for the HeartbeatListener - which manages all connections. The MessageSender relays messages or constructs responses for requests. The HeartbeatListener is an object that runs a loop and keeps a dictionary of InetSocketAddress keys with Time objects as values. The loop periodically checks the dictionary for signs of stale connections. If the record for a given connection has not been updated in an interval which spans a number of seconds, the connection is closed.

By closing the connection, we mean closing the inputs and outputs of the communication socket, removing all communication objects and connection record and ultimately the heartbeat records.

The connection lifecycle is depicted in Figure 2.

### 5.1.2 Relaying messages

The server acts as a relay, in order to lower the bandwidth and resource consumption on the mobile clients. The messages exchanged are in JSON format and have the following base structure: {messageType: messageNumber, data: {}}. There are three types of messages, according to the purpose of their usage: Administration, Lobby and In-game messages. Each of these types has two subtypes: From Server and To Server. The server replies to or relays what comes to other clients, according to the specifics of the messages. To this end, the MessageReceiver checks which type the message is and if it is the case, extracts data or sends it to the MessageSender. The MessageSender will then construct a new message or add further fields to the existing one - for example, the Universally Unique Identifier(UUID) of the sender. Then, according to the type of message, it will be sent as unicast, multicast or broadcast. The unicast is sent via the designated MessageSender. Multicasts and broadcasts are sent as unicasts through many or all the MessageSenders available. Multicasts are, for now, useful just for in-game messages - teams communicate within. Broadcasts are used for most types of messages - such as position updates.

## 5.2 Client

The client is the mobile application. It now works with Android versions from 2.3 up. It is structured in six modules, as seen in Figure 3:

- a. **Connection** is responsible with managing the connections: starting, stopping and keeping them alive. Implicitly, it works with the Communication module, starting and closing the Receiver and Sender objects.
- b. **Communication** is responsible with receiving and sending messages. This implies parsing, constructing, interpreting, classifying messages. The messages that are to be treated are numbered and organized by their purpose or context, according to the description already given above.
- c. **User Interfaces** is the module that manages everything visual. Each screen in the UI has behind it a Fragment object. They are structured by purpose and interlinked.
- d. **Utils** are the helper classes that provide generic methods. Several classes aid various aspects of the functionality of all three main modules: Connection, Communication and User Interfaces. For example, they are used to keep game state, perform various checks and activate or deactivate controls on the User Interfaces.
- e. **Storage** is composed of static classes holding information about the players in the game, their status, available professions and weapons. Also safe access to the data is provided through methods present in these classes. Storage also provides functionality to save data for the next run of the application - such as the IP and port of the server or the last used nickname and character type of the player.
- f. **Logging** contains the Logger class, which can be used to log anything that would be important to be analyzed. For now, the logging module is responsible for storing crash dumps and data usage information in files.

The UI of the client app is split into the 7 fragments presented under 'User Interfaces' in Figure 3. When the app is run, the first screen is the main menu. A check will be made if the prerequisites for playing the game are met(having Google Play Services installed and the GPS turned on). If

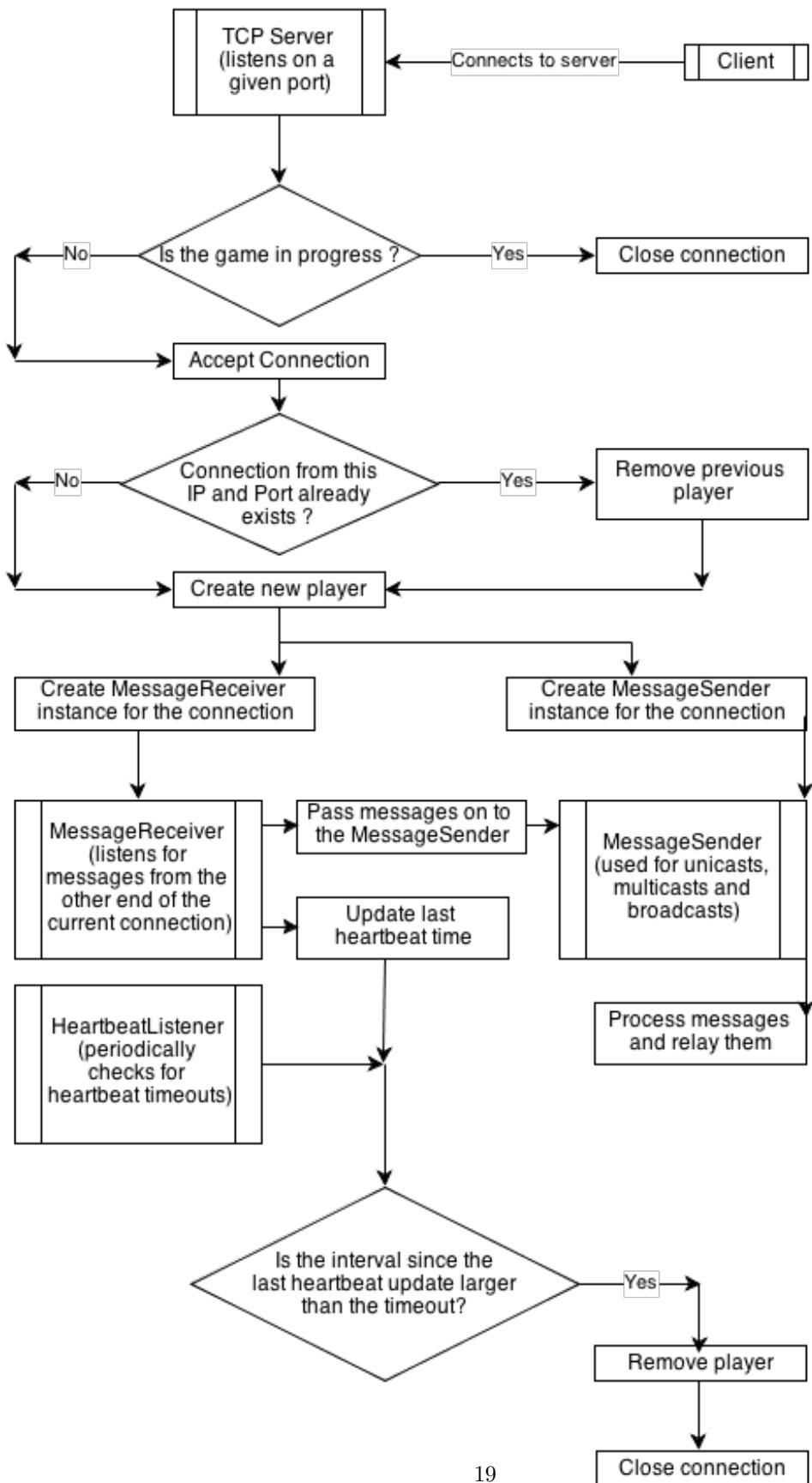


Figure 2: Connection lifecycle

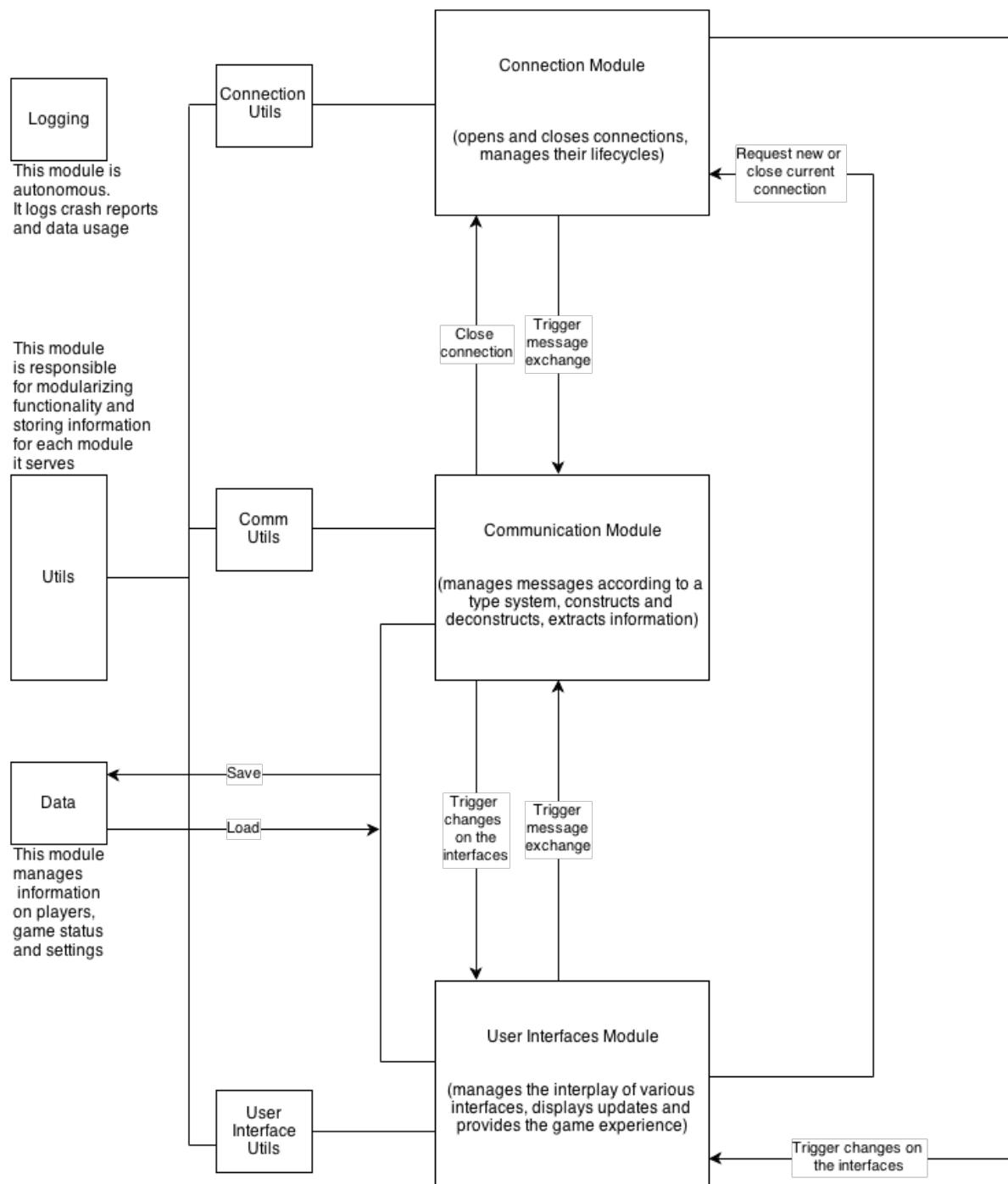


Figure 3: The Client modules and the relationships between them

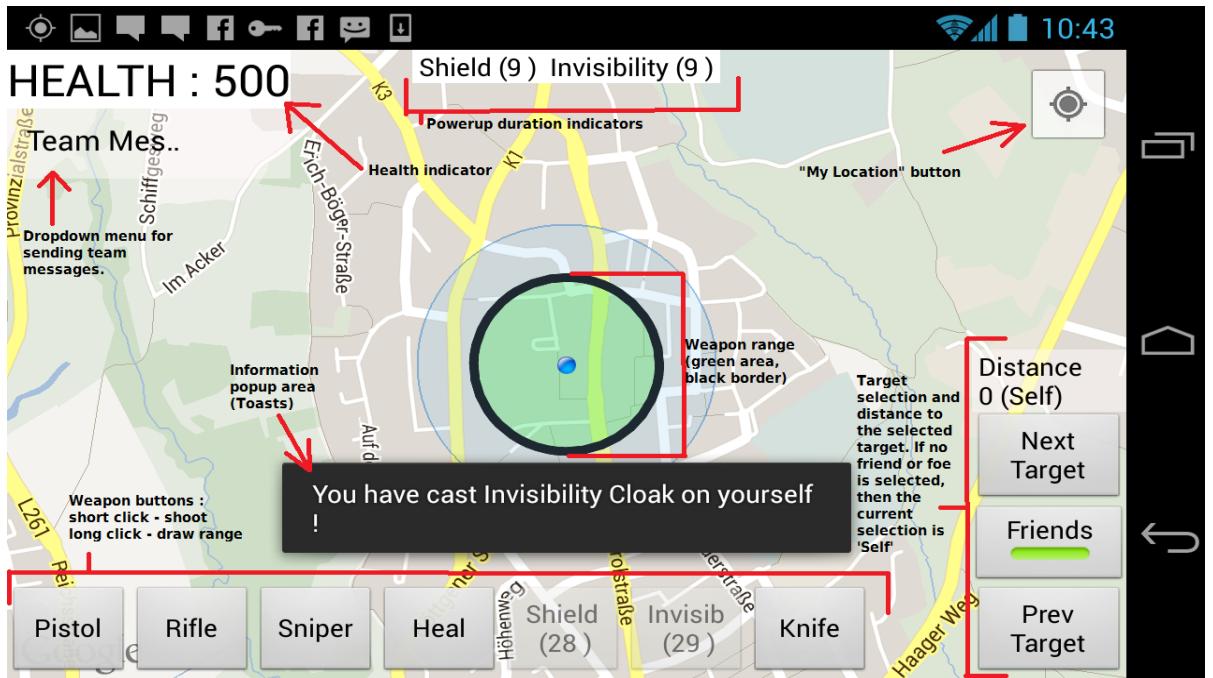


Figure 4: The in-game UI

either one is not met, a dialog will help the player quickly get the Google Play Services or turn on the GPS. Buttons in the main menu provide navigation to the main menu settings, tutorials or lobby(provided there is an Internet connection). The tutorials work offline and provide some insight on what the game is and how it is played. The settings screen is a temporary solution for manually giving the IP address and port of the server to which the client is to connect. The 'Connect to server' button triggers a connection attempt. A loading screen will be briefly presented while work is done in the background. In this case, the connection is established and 'hello' and 'configuration' messages are exchanged by the server and client. Once this is done, the loading screen is replaced by the Lobby screen. Here, the player can choose between teams and edit his character details via the LobbySettings screen. Once this is also done, the player will signal the fact that he is ready via the 'Ready' button available on the screen. If all players are ready, the server will send a countdown, followed by a message signalling game entry. This is when the Lobby screen is replaced by the Game screen. The whole game UI is available at this time, with the exception of the weapon buttons. At this point, the server will make a check on whether the teams are far enough from each other. When the teams get far enough from each other, the server will send the signal to start the game. This is when the game buttons are enabled and the virtual battle begins. The two teams will attempt to eliminate each other through the use of virtual weapons and powerups, and strategy.

The in-game controls are separated in six areas, as seen in Figure4:

- The bottom area:** the Weapons: For each weapon there is a separate button. Each button serves three purposes: If the player presses it, the weapon or power-up linked to that button will shoot. If the player presses a weapon button for a longer time, the range of the weapon will be drawn on the map. Once a weapon was successfully used(on a target within its range), the button will be temporarily disabled and will show the weapon cooldown countdown.
- The down-right corner:** The target selection buttons: The player can select his targets

(both friends and enemies) by clicking on their markers on the map. As an alternative, three buttons are there to help him: the Friends/Enemies toggle button, with which he can choose from which group the selection will be made: friends or enemies. Above and below the toggle button are the 'Next Target' and 'Prev Target'(Previous Target) buttons. By pressing the 'Next Target' button, he will select the next closest player(If there is one selected, the next closest one will be chosen. If nobody is selected, the closest one will be chosen.). The 'Prev Target' button gets the opposite: the previous farthest friend or foe is selected, according to the same logic as with 'Next Target'. Above the three buttons, he can find a text view which shows the distance to the selected target. By clicking a random empty area on the screen, he will deselect whichever player was selected. Having no one on the screen selected is equal to having oneself selected - this is necessary for using power-ups on oneself.

- c. **The top-left corner:** The health and messages buttons: The player's health is shown in large font. Below it, he can find the message selection dropdown menu. This has been arranged so that he does not waste time typing, but instead send critical preset messages to his team, when verbal communication is not possible.
- d. **The top-right corner:** The current position button: If the player presses it, the map moves to have your position in the center.
- e. **The top-center area:** The power-up duration views: If the player enables a power-up or somebody uses a power-up on him(for now, this applies only to the 'Shield' power-up), he will see its remaining duration of the effect as a countdown on the top of the screen.
- f. **The area above the weapon buttons:** The information area: Whenever the player shoots, is shot, sends or receives a message a 'Toast' will appear with info. The 'Toast' is an Android-specific short message that appears on the screen for a short time.

### 5.3 Communication

Communication in between client and server is done via TCP connections that are kept alive all along the game. The server manages a separate connection with every client. The messages are in the JSON format and are serialized and deserialized with the Jackson library.

For each connection, the server creates a MessageSender and a MessageReceiver objects, each acting autonomously - their lifecycle is managed by the server. The Receiver has more responsibility, as it can close the entire connection or call the MessageSender(or a subset of all the MessageSenders associated with the connected clients, in the case of a broadcast or multicast) to deliver messages.

In addition to the Sender and Receiver objects, a 'heartbeat monitor' object is running in the background and checking the liveness of all the connections. A client sends periodic heartbeat messages to show that it is still alive. The 'heartbeat monitor' is responsible for closing the connections that have not sent a heartbeat update in a given time frame - 3,5,10 and 15 second frames have been tried out.

As previously presented, all messages have the following JSON structure: {messageType: messageNumber, data: {}}. We are now interested in the data structure. The messageType is a number that both client and server recognize(as the Messages class is present in both client and server). Both Server and Client, when they receive a message, peel the structure layer by layer and extract information. In the case of the Server, it sometimes only extracts the messageType, adds a parameter such as the ID of the sender and relays it. The structures of two messages are presented in contrast in Figure5: The Configuration message, which is the most complex one, and

the Shoot message, which is much lighter.

The Server is active in the message exchange only for the basic administration purposes: Once a player connects, he receives a configuration json containing the available 'weapons', 'professions' (with all their attributes) and the list of already-connected players. It also broadcasts a message telling the existing players that a new player has connected. When a player disconnects or is disconnected from the server, a message telling the others that he is disconnected is sent automatically by the server. Otherwise, the server acts as a relay.

The Messages class contains a number of inner classes, for proper classification. We will present the structure, the message types and their specific JSON structures within:

a. **InGame.ToServer**

- (a) CHANGE\_POSITION : {latitude: newLatitude, longitude: newLongitude}
- (b) SHOOT : {target: targetUUID, weapon: weaponName, (optional)timestamp: timeStamp}
- (c) MESSAGE\_TEAM : {message : messageString}

b. **InGame.FromServer**

- (a) CHANGE\_POSITION : {player: playerUUID, latitude: newLatitude, longitude: newLongitude}
- (b) SHOOT : {player: playerUUID, target: targetUUID, weapon: weaponName, damage: damageAmount, (optional)timestamp: timeStamp}
- (c) MESSAGE\_TEAM : {player: playerUUID, message: newMessage}
- (d) GAME\_START : {}

c. **Lobby.ToServer**

- (a) MESSAGE\_ALL : {message: messageString}
- (b) CHANGE\_NAME : {name: newName}
- (c) CHANGE\_TEAM : {}
- (d) CHANGE\_PROFESSION : {profession: newProfession}
- (e) CHOOSE\_WEAPONS : this will be made available in further versions where there will be more weapons from which to choose
- (f) READY : {ready : true/false}

d. **Lobby.FromServer**

- (a) ENTER\_GAME : {}
- (b) MESSAGE\_ALL : {player: playerUUID, message: messageString}
- (c) CHANGE\_NAME : {player: playerUUID, nickname: newName}
- (d) CHANGE\_TEAM : {player: playerUUID, team: newTeam}
- (e) CHANGE\_PROFESSION : {player: playerUUID, profession: newProfession}
- (f) READY : {player: playerUUID}
- (g) PLAYER\_JOINED : {player: playerUUID, name: playerName}
- (h) PLAYER\_LEFT : {player: playerUUID}

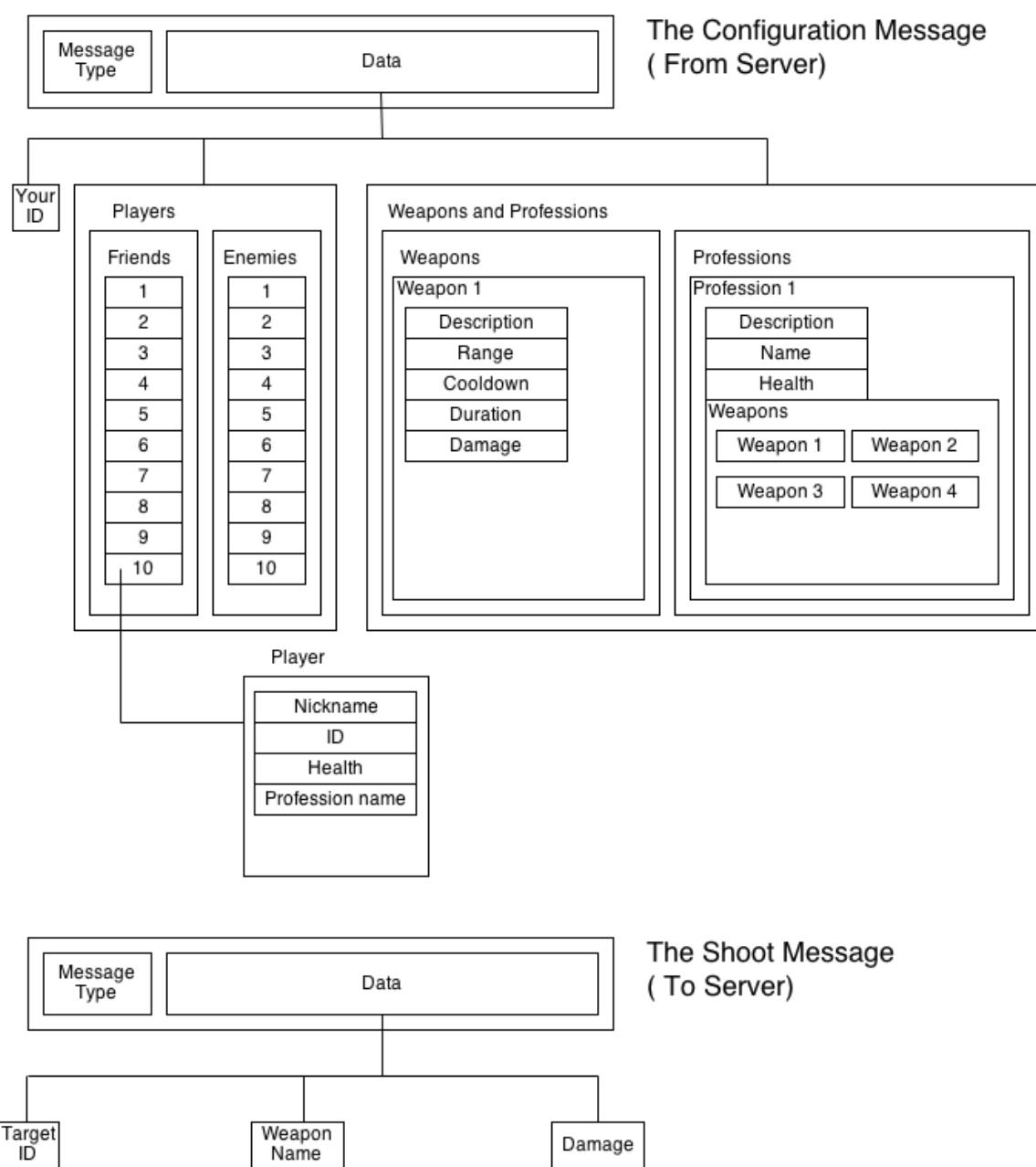


Figure 5: The structure of two of the messages exchanged by the Client and Server

- (i) CONFIGURATION : A huge JSON thing that the Server composes based on a configuration file and sends it to the client.
- (j) COUNTDOWN : {secondsLeft: numberOfSecondsLeft}

The flow that is triggered by a new client connecting to the server is presented in Figure6. The flow triggered by an existing client leaving the server is presented in Figure7.

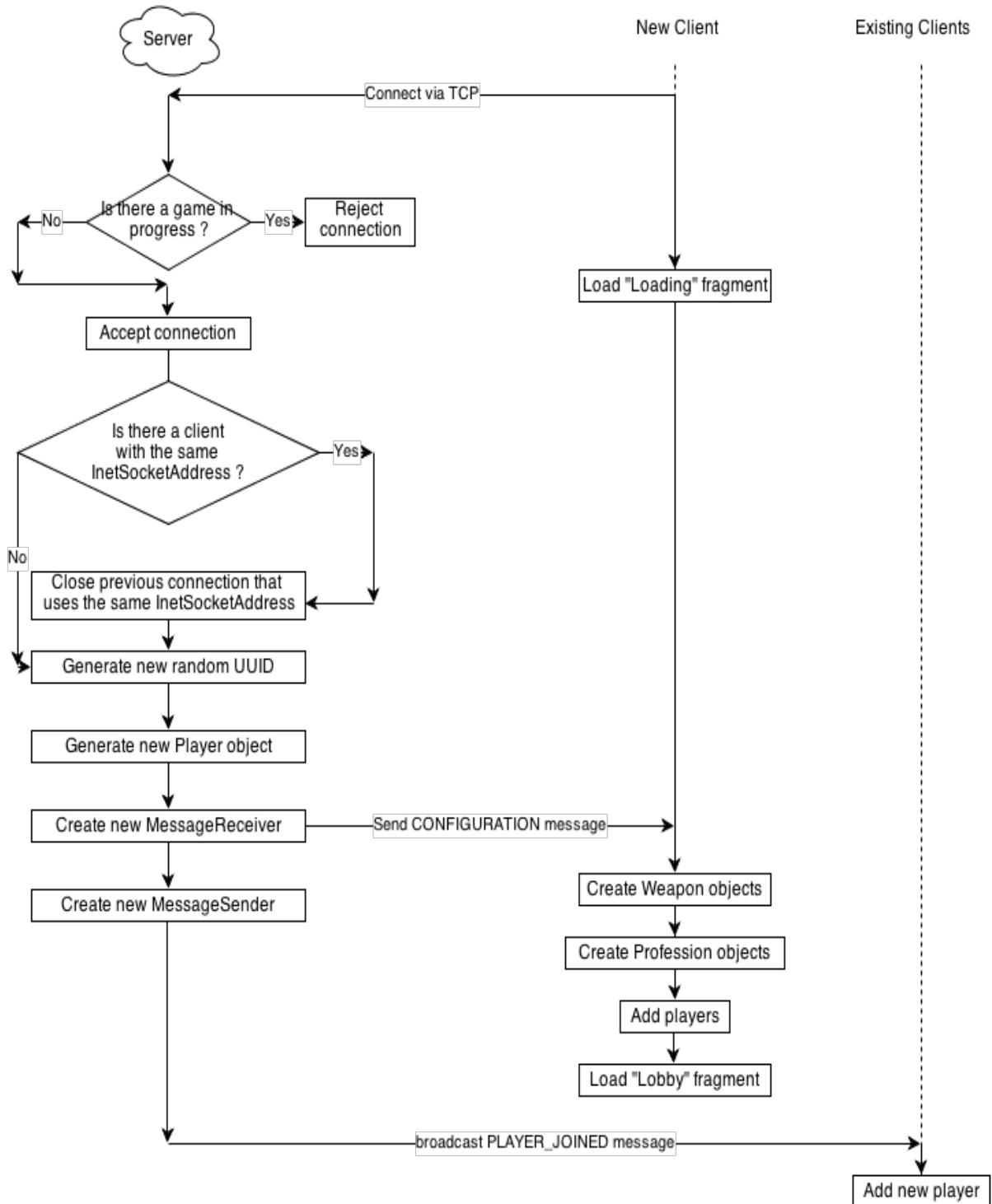


Figure 6: A new client joining the game

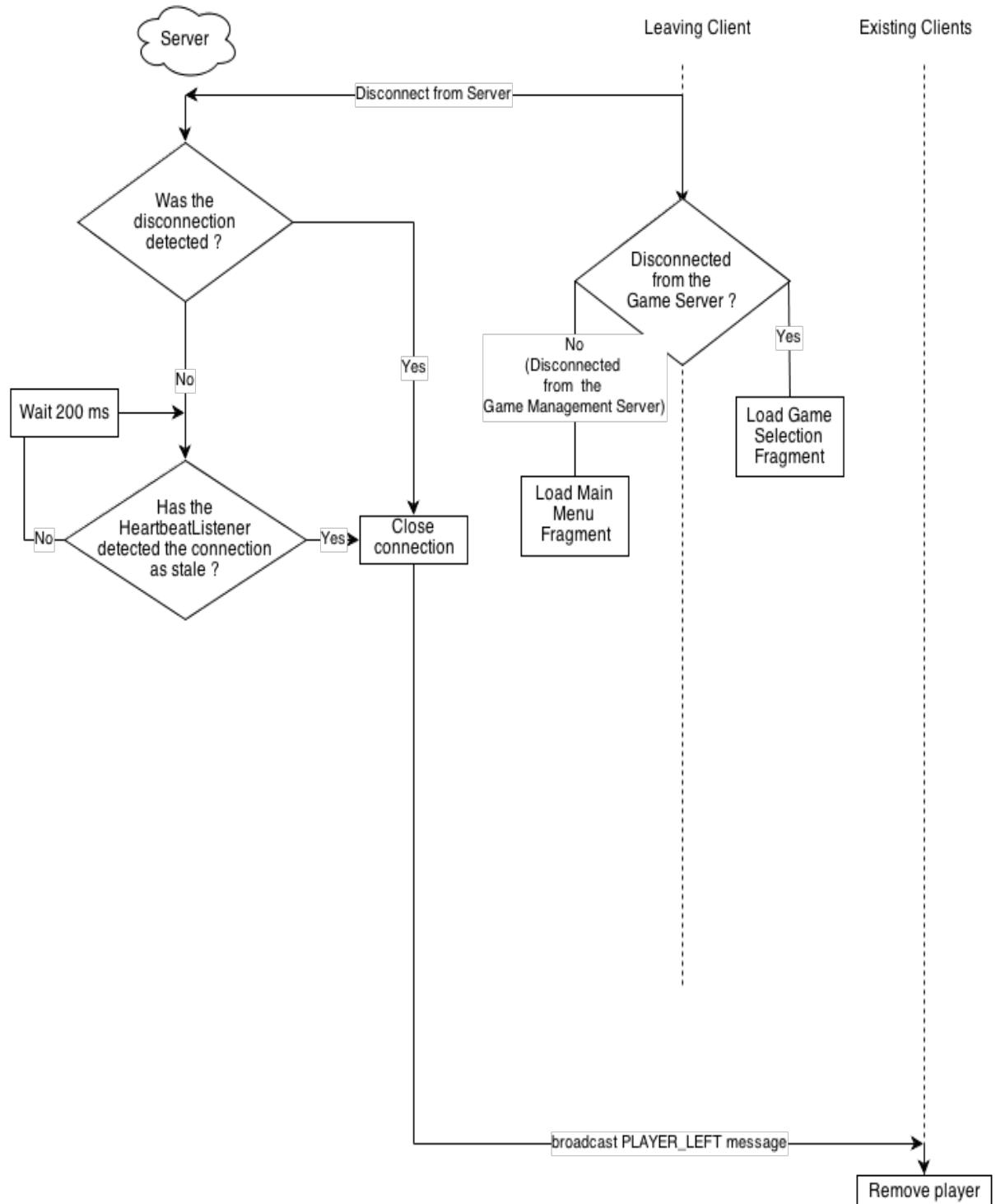


Figure 7: A client leaving the game

## 6 Development timeline

This section will follow the conceptualization and implementation of the game "People With Guns". The back end and mechanics of the game will be analyzed and presented in their evolution, also briefly describing aspects of the front end.

In this chapter, we will see the steps taken until the idea for the game has been crystalized. Then, we will follow the steps of development and field testing of the server and client, chronologically.

### 6.1 The exploration phase

The development of the app has started on the 14th of January 2013. The evolutionary steps and intermediary and final concepts are presented here.

#### 6.1.1 Creating the game concept

The project had started as a proposal to add a multiplayer feature to a tour app. Simply adding the functionality to see all the others within the group on the map was not sufficient - it would just help if someone got lost or went astray. Otherwise, it was concluded that the user experience would not be improved in any significant way. Then came the idea of adding small games, hidden caches or quests and so on. The best idea that still had the tour app as a main platform was to add detours from the main track as bonuses. On those detours, the people would have to solve various riddles and small puzzles to get points and find out about hidden historical spots or interesting facts about the places they are visiting.

At this point, the following add-on to the main app was contoured: the players would have a main tour path and, as they passed by certain waypoints, would be offered to go through a bonus/extra track within the area that they are visiting. If enough of them would agree to do this (by an in-app vote, for example), they would be presented with a new set of waypoints. These waypoints would belong to a number of categories: normal waypoints, waypoints where they would have to split, waypoints where they would have to be together and waypoints where the whole group would have to wait within a virtual circle, while one delegate (through vote) would find an item or solve a riddle - of course, with the help of the entire group.

Another scenario has been proposed, during the research: In the case of the group waiting and one member being delegated to solve a riddle or find an item, a means of cooperation can be brought up: When the team votes and chooses the delegate, his screen turns black (no map) and the rest of the team can see the goal on their phones. Through messages or in-app voice communication, they would help the delegate navigate to the goal. Then, once the goal has been found or reached, the virtual circle would disappear and the whole team would be free to move. If anyone would exit the circle at some point, they would receive penalties and eventually get disconnected from the game.

Gradually, the ideas for multiplayer features went astray from the tour app, towards multiplayer GPS-based games. The idea of GPS-based puzzle / adventure games was explored ARIS was encountered - a platform for creating such games. Then Tourality was discovered, and WarFinger GPS, which have been the main sources of inspiration for the 'War Game' and a few other games that didn't make it in the main concept, but are to be developed within the game as future work.

There has been a point when all the GPS-based mobile games that could be found were studied and where possible, played. Then they were evaluated for advantages, disadvantages and gameplay. At this point, the goals for the game to be developed were already in mind: It should move the

players to an outdoor environment and have them walk and run as the main activity, while using the game itself for an improved experience. Hide and seek and Tag were considered as a model of entertaining game to be played by a group. The games found and already enumerated can be considered to have one of two major disadvantages:

- a. Do not engage the users enough: Games such as Parallel Mafia, SCVNGR or Please Stay Calm do not motivate the player to move around much. They also offer a very dim user experience in areas with few or no players.
- b. Engaged the users too much: Mobile users, even hardcore gamers, do not spend too much time playing on the phone. Rather, they would play on consoles or computers, for better immersion. No matter how good the game is, it is still displayed on a small phone screen(tablets are not considered in this paper). Games such as Ingress and Shadow Cities offer a better and more immersive story, but are still demanding of the player and request the full focus of the phone owner. This can be considered as a major downside, as at least some people(the author included), do not want to be engaged for prolonged amounts of time, nor to deviate from their usual trips through the city for the sake of a game, nor will they spare the time and will to play such a demanding game while on the go.
- c. Do not motivate the players to move enough - Only Tourality does not possess this downside, as its various game modes are specifically designed for running.
- d. Are location-dependent - All adventure / puzzle games such as those developed with ARIS, most MMOs such as Parallel Mafia do require the player to be in certain places in order to progress through the game. This means that the player is put in one of two situations : he 1. has to get out of his way in order to make any progress within the game, or 2. has to travel to remote locations in order to play the game in the first place. This might be interesting for some, but does not cover a broad spectrum of population.

The engagement problem can also be linked to a time problem. Games that are highly engaging also require a lot of time to be played. The argument that the amount of time dedicated to the mobile game should be decided by the player and not by the game has been used in the construction of the concept of the game that was eventually developed.

### **6.1.2 The game concept**

The app developed is temporarily called "People With Guns". It is a GPS-based Real Time Tactics game with Shooter elements, developed for Android. It can be played by several people (The upper limit has not been established yet. Until now, the highest number of players in the game has been six) that choose to join one of the two opposing teams. The purpose of the game is to use 'weapons' and 'power-ups' to defeat the opposing team. By 'defeat', we mean to use the available tools provided by the game to reduce the virtual 'health' attribute of all the opponents to zero.

The current 'tools' are as follows :

The weapons :

- a. Pistol
- b. Rifle
- c. Sniper Rifle
- d. Knife

The 'power-ups' :

- a. Invisibility Cloak
- b. Shield
- c. Painkillers / Heal

Each item used by a player has the following attributes :

- a. Cooldown - The amount of time that has to pass until the weapon can be used again.
- b. Duration - The amount of time during which a power-up is in effect
- c. Damage - The amount of health points that are subtracted upon a hit (or added, in the case of the Painkillers / Heal ability) from the target's total available health points.
- d. Range - The maximum distance within which a weapon can be fired.

The difference between weapons and power-ups is that the weapons are the principal means of winning the battle, while the power-ups are helpers to either keep the players present in the game for a longer time. Weapons are offensive, while power-ups are defensive.

Another differentiation between weapons and power-ups can be made based on their attributes. Until this point of the game development, weapons have damage and no duration. The only power-up that also has damage are the Painkillers, which 'heal' the target (they deal negative damage to it). The other two power-ups, Invisibility Cloak and Shield, have a greater than zero 'duration' attribute, but no 'damage'.

Some of the attributes of the weapons and power-ups will be modified, during several phases of balancing. Therefore, only their conceptual construction will be described, without numbers:

The weapons :

- a. Pistol - Weapon with low damage and medium fire rate. All the character types have it. It is the basic and least effective weapon of them all. The range is small.
- b. Rifle - Weapon with low damage and high fire rate. The damage is higher than that of the pistol and the cooldown takes much less. The range is small.
- c. Sniper Rifle - High damage weapon with very low fire rate. The range is far greater than that of the Rifle and Pistol.
- d. Knife - The weapon that deals the highest damage of all. The cooldown is greater than that of the Sniper Rifle and the range is very small.
- e. Invisibility Cloak - Power-up that makes the player disappear from the map for a short while. While the player is invisible, he cannot be shot. The effect duration is short, while the cooldown is lengthy.
- f. Shield - Power-up that, while it's in effect, reduces the damage taken to half. The duration of this power-up is short and the cooldown is lengthy.
- g. Painkillers / Heal - Power-up that restores a large number of health points to the player or his friends. It has no duration - just like a weapon, its effect is applied immediately. It requires a lengthy cooldown time.

For more complexity in the game, a number of so-called 'character types' have been created, from which players can choose. Thus far, there are four character types implemented in the game: Marine, Medic, Sniper, Scout. Each of these has a different number of health points and different weapons. Because several character balancing phases are on schedule, only the conceptual construction of the characters will be mentioned, without numbers :

- a. Marine - Has average health and two weapons: Pistol and Rifle. Represents the basic attack unit.
- b. Medic - Support unit with Shield and Painkillers/Heal abilities. Has high health.
- c. Sniper - Attack/ defense unit. Has a Sniper Rifle for shooting at large distances. Has average health.
- d. Scout - Attack unit specialized at sneaking up on the victim. Has the 'Invisibility Cloak' ability for disappearing from the map and the 'Knife' weapon for dealing large amounts of damage within a very small range. Has small health.

Another character has been created for testing purposes. It has been called the 'All Encompassing' and possesses all the weapons and skills presently existing in the game and very large health. This character has inadvertently opened a window for two more game types:

- a. 'David versus Goliath' - This is proposed to be a game of many players using regular character types versus a much smaller number of 'All Encompassing' characters.
- b. 'Duel' - During the many gameplay of this app, a new style of playing this game has emerged: in the absence of a large enough number of players, two can play in the 'Duel' mode : both use the 'All Encompassing' character type and, instead of moving around, attempt to win the game by optimizing combinations of weapons and power-ups. This game is generally played side by side, for at most a few minutes and has proved to be entertaining for the ones who tried it out.

## 6.2 The first development phase

The first development phase was mainly one of searching for the right technologies to be used for the development of this game. The functionality of several technologies and combinations of them has been tried out. Once the decision has been made on which will be used to develop the game, some prototypes have been made for the server and front end and back end of the client.

The initial idea has been to use Websockets for communication, a Node.JS server and, a native Android client. The messages exchanged between server and clients would be in the JSON or XML format. Based on some brief research, JSON was chosen - it is easier to use and it takes less bytes to transmit the same data as it would with XML. The plan has been to use simple data structures for the messages that were to be exchanged between server and clients. For JSON serializing and deserializing, the choices found viable were Jackson and Google GSON. After determining their speed and ease of use Jackson has been chosen, as besides its speed, it offers an easy way of serializing and deserializing JSON directly into a hierarchy of HashMaps - peeling down layers of the JSON - which better serves the relaying of messages of the server side.

Exploring the use of Websockets has been unfruitful, as there have been dead ends :

- a. The only freely available Websocket library for Android at the time of research was Autobahn. The Websocket libraries available for NodeJS were Socket.IO, Websocket-Node and ws. None of them worked with Autobahn for Android. A forum post was eventually found, in which one

of the developers of Autobahn stated the reasons for the incompatibility between Socket.IO and Autobahn for Android: First, the protocol implementations were based on different draft versions. Second, Socket.IO used an HTTP handshake for the connection - and that was not supported by Autobahn. The same issue applied to Websocket-Node and ws. A Python implementation of Autobahn has been tried for the server, but after a few unfruitful attempts, the decision was made to use Java. In the case of Java, Autobahn for Android does not work. One of the reasons: Autobahn subclasses a Handler object that is part of the Android SDK. So it was decided that until Websockets becomes a stable protocol, TCP will be used.

- b. Because of the Websocket issue, Node.JS development has been perceived slow (Libraries are not documented, autocomplete mostly does not work and there is no javadoc equivalent), even considering that the author had previous experience with it. The decision was made to switch to Java.

In the end, the technologies used have been native Android for the client, Java for the server server and TCP communication in between with JSON messages parsed with Jackson.

As tools were chosen, the development of the app has started. The beginning of the first phase development has been concerned with creating three prototypes:

- a. The design of a game UI prototype that would add some mock players on the map and provide usability insight.
- b. The design of a game menu prototype.
- c. The development of a basic server prototype, without great concern for robustness. Its responsibilities would be to manage connections and relay messages.

In developing the initial game UI, three buttons (one for generating a number of markers ('Generate Markers') on the map, one for testing purposes('Check Info') and one for shooting ('Shoot')) and a Spinner were added on top of a MapView (a map screen). The spinner served as a weapon selector. Once a weapon was selected its range would be drawn on the map. The three buttons have been placed in three corners of the screen- bottom-left, bottom-right, top-left. The spinner has been laid to the right of the 'Shoot' button. The functionalities added were as followed :

- a. 'Shoot' button - Mock method to display a Toast message stating if the shot was performed or not by the selected weapon.
- b. 'Generate Markers' button - Mock method to randomly generate player markers on the map.
- c. 'Check Info' button - sporadic functionality to display a Toast message with various information on data structures in the back end.
- d. Spinner - Responsible with weapon selection.

### 6.2.1 The structure of the server

The server has been structured from the beginning in three modules:

- a. A 'Communication' module for dealing with adding and managing connections and messaging.
- b. A 'Messages' module for managing the incoming and outgoing messages for each connection.

- c. A 'Game' module for handling in-game data, such as keeping track of connected players, teams and game status.

The structure of the 'Communication' module:

- a. The 'TcpServer' class that manages the server socket loop that is listening for incoming TCP connections on a given port.
- b. A 'ConnectionManager' class that provides methods for managing connections: keeping track of the connected clients, creating MessageSender and MessageReceiver objects to serve each client. Part of this module is the so-called HeartbeatListener, which periodically checks the liveness of connections and closes the stale ones.

The structure of the 'Messages' module:

- a. A 'Messages' class that keeps a record of the possible messages between client and server, organized into inner classes for ease of use. This class is also present on the client.
- b. A 'MessageSender' class that deals with sending messages to a single client, but can also access all other instances of this class to multicast and/or broadcast messages to all the other clients, when needed.
- c. A 'MessageReceiver' class that deals with receiving messages from a single client.

The structure of the 'Game' module:

- a. A 'Player' class that defines which information about the players (eg. name, 'profession', health points and position) is to be stored.
- b. A 'GameManager' class that manages the addition, removal and management of players.

### **6.2.2 The Server**

Once started, the server listens on a port. When a remote client connects, the server adds an InetAddress instance containing the IP address of the client. Then, a Player object with some default values is initialized and a random UUID is generated.

The Player object is added to one of the two dictionaries that are used for keeping evidence of the two teams of players - home team or away team - using the player IDs as keys. A MessageReceiver and a MessageSender are instantiated. The MessageReceiver and MessageSender are registered into two dictionaries, one for each, using the InetAddress of the client as key.

Once the initial management tasks have been done and the new player is fully registered on the server, the server sends a configuration message containing a list of the already connected players, the available professions and their attributes(title, health, weapons, description), the available weapons and their attributes(name, range, cooldown, duration, description and usage policy).

From now on, whether a player remains connected to the server depends on the so-called heartbeats: The client will send periodic heartbeat(keep alive) messages to the server. The server holds evidence of the heartbeats it receives from each player. On each update receipt, it will update the time of receipt in a dictionary. If no update has been received in a given amount of time, the client's connection is deemed stale and closed.

The server now acts only as a relay - game state is held on the client side.

Because TCP does not allow multicasts and broadcasts, a workaround for sending multicasts and broadcasts has been devised: When a client sends a message that requires to be multi-cast/broadcast, the server accesses all the MessageSender objects(each one is responsible for sending messages from the server to a specific client), iterates through all of them and sends the given message to all of them. This applies to various updates, and in-game messaging.

Once a number of players (1 or more) have connected to the server, they may send 'Ready' messages to the server, signalling that they are prepared to enter the game. When all the players are ready, the server will broadcast a five second countdown to all the clients. After the countdown, an 'Enter Game' message is broadcast. Because the server holds the information on the positions of all the players, a condition and another message have been added: when the distance between the centers of the polygons described by the positions of the team members is at least a number of meters(eg. 500m) and each team member is at most a number of meters(eg. 50m) away from the center position of his team, a 'Start Game' message is broadcast to all the clients. This will later be used to enable the weapons for all the players only when they satisfy these conditions. For now, the condition calculation is done, but the message is not taken into consideration by the client.

There is no direct disconnect message between server and client, nor is there any disconnection detection in this phase of development. Disconnection is done exclusively based on the heartbeat interval.

### 6.2.3 The Client

The client is a native Android application. It uses Fragments for showing various UI screens. It does not use any compatibility libraries. The Google Map API V1 is used (as the Google Maps V1 API has some incompatibility issues with the Android Support Libraries that would allow the game to be played on earlier versions of Android) and therefore, only Android versions equal or higher to 3.0(Honeycomb) are supported.

The client presents seven UI screens to the player: 'Main Menu', 'Info and Tutorials', 'Settings', 'Lobby', 'Lobby Settings', 'Loading' and 'Game':

- a. 'Main Menu' : It is the entry point of the the application (it is the fragment loaded when the application is started). It features three buttons: 'Start Game', 'Settings' and 'Exit'. By pressing 'Start Game', the player attempts to join the game. If the connection is successful, he is brought to the 'Lobby' screen. Pressing 'Settings' leads to the homonymous screen.
- b. 'Settings' allows the player to change the IP address and port number to which the client will attempt to connect.
- c. 'Loading' is an intermediary fragment that shows a loading widget while, in the background, the connection to the server is established and the client receives the configuration data from the server. Once this process is done, it automatically switches to the 'Lobby' screen.
- d. 'Lobby' is the game preparation screen. It shows the lists of players in the two teams and their details(nicknames, professions and 'Ready' status). This screen features four buttons: 'Back', 'Change Info', 'Change Team' and 'Ready'. Pressing the 'Back' button closes the connection and returns the the 'Main Menu' screen. By pressing the 'Ready' button, the player toggles his/her 'Ready' status and sends a message containing this status to the server. The 'Change Info' button switches to the 'Lobby Settings' screen.
- e. 'Lobby Settings' is the screen which allows the player to change his nickname and 'profession'/'character type'. It also shows a short description of the selected character type, followed by an enumeration of the available weapons for that character.

f. 'Game' is the most important screen in this app: it provides the UI for gameplay. It features a fullscreen MapView that displays the map and, on top of it, the 'Shoot' button and weapon selection Spinner. Two other buttons are kept on the screen and given various functionalities, according to the testing needs.

The typical game usage scenario would go as follows: The player opens the application and is presented the 'Main Menu' UI. If the GPS is not on, a dialog will appear informing him of this and offering two choices: 'Turn GPS on' or 'Exit' the game. If 'Turn GPS on' is chosen, the GPS Settings page will be shown and the player can switch it on. Once this is done, the player presses the 'Start Game' button and, after being briefly shown the 'Loading' screen, is introduced to the 'Lobby' screen.

Here, one can see that he has been added to one of the teams(Home Team or Away Team) and has been given a default nickname('Player') and profession('Marine'). This is where he can choose to switch between teams by pressing the 'Change Team' button. Then, he navigates to the 'Lobby Settings' screen by clicking the 'Change Info' button and change the 'nickname' and 'profession'. Once the player is ready to play, he will press the 'Ready' button. If all the players that are connected to the server are marked as 'Ready', the server will send a countdown (which is seen on the client side through Android-specific Toast messages) followed by a 'Start Game' message - at which point the client app will automatically introduce the 'Game' UI.

All the players are shown on the map by blue(current player), red(enemies) and green(friends) markers. Above each marker, one can see the nickname, 'profession' and health points of the player. The selection of players is done by clicking the markers. A selected player will have his marker drawn in yellow. Selecting a weapon from the provided Spinner deselects the currently selected player(if there is any) and draws the weapon's range around the position of the current player. For using the currently selected 'weapon' or 'power-up' on one of the other players, the player has to select the target by tapping its marker on the screen and press the 'Shoot' button. If the selection attempt does not satisfy the 'selection policies' provided by the Weapon object, the map marker will simply not be selected. Otherwise, it will change color to yellow. If the target is not within the weapon's range when the 'Shoot' button is pressed, a Toast message will appear stating the distance between the player and his target and that the shot was not performed. Otherwise, a Toast message showing the distance and damage dealt will be shown and a cooldown countdown will start at the appropriate entry of the weapon selection Spinner object. Once a player has lost all health points, a dialog appears telling him that the game is over for him and gives him the sole option to exit the game and return to the 'Main Menu' screen. Once a player exits the game, his marker will disappear from the maps of the other players. There are no start and end conditions implemented.

#### 6.2.4 The UI

The design of the UI has been done progressively, using intuition at the beginning and player feedback for further improvements. We will now describe the first interaction of UI design.

During the first phase of development two UI prototypes have been created: one for the game screen and the other for the menus. A rough idea on what the game will look like and what functionality the UI has to provide was made once the two UI prototypes were put together and tried out.

We will first discuss the game screen prototype. The first challenge has been more to create the Overlay object, get markers of four color types (red: enemy, green: friend, blue: current player, yellow: selected player) on the map at random positions and create the first 'Shoot' action seem

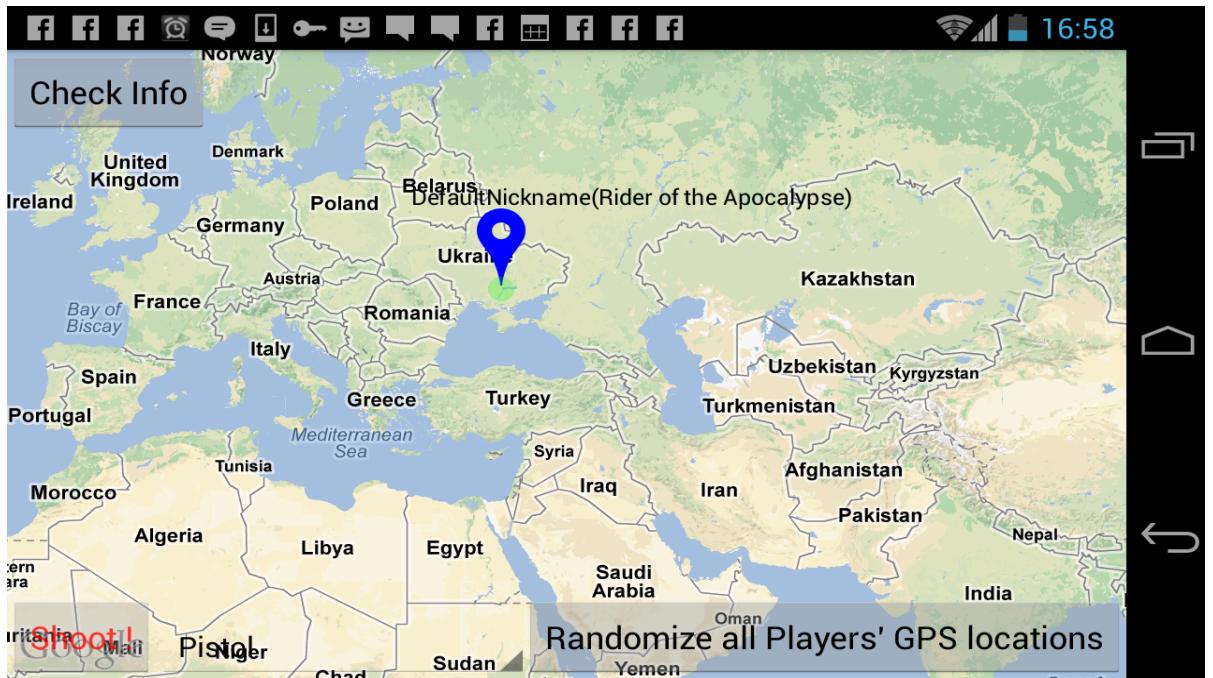


Figure 8: game screen prototype

real. This meant adding a 'Shoot' button and a Spinner from which weapons could be chosen and adding player selection into account. It had to be realistic, so a list with Weapon objects had to be created. For this, attributes had to be conceived for these weapons. The first two attributes attributed to the weapons have been 'damage' and 'range'. Once this has been done, drawing the range of the selected weapon on the map became the focus. Once that was done, shooting a weapon had to give some feedback. That's when Toast notifications have been added. After this, it was noticed that the weapons can be shot continuously. They weren't supposed to. The 'cooldown' attribute has been added to the weapons and the functionality to run a countdown on the Spinner dialog items, once the respective weapons were used. On each weapon selection if a player was selected, he would be deselected. The range would be redrawn on each weapon selection and the player would have to select the target on the screen and shoot by pressing the 'Shoot' button. The UI prototype ended up looking like Figures 8, 9, 10, 11, 12.

The following prototype would describe the basic functionality of the menus up until the point of entering the game.

The creation of the game screen prototype has been followed by that of the menu UI prototype. For starters, this one hasn't been made with easy user interaction in mind, but rather as a set of basic functions that need to be provided outside the game itself. Also, it has been an exercise of design. Two screens were thought of, initially: the main menu and a lobby screen. The main menu screen has been initially seen as only a gate to the game, an easy intro rather than anything else. The lobby screen has been designed to functionally accommodate what was necessary in terms of game and character preparation - and predicted the need for another screen - that of the character settings, marked by the presence of the button labeled 'Change my Info'. The result can be seen in Figures 13 and 14.

The two prototypes have been put together in one project that has served as the foundation of the

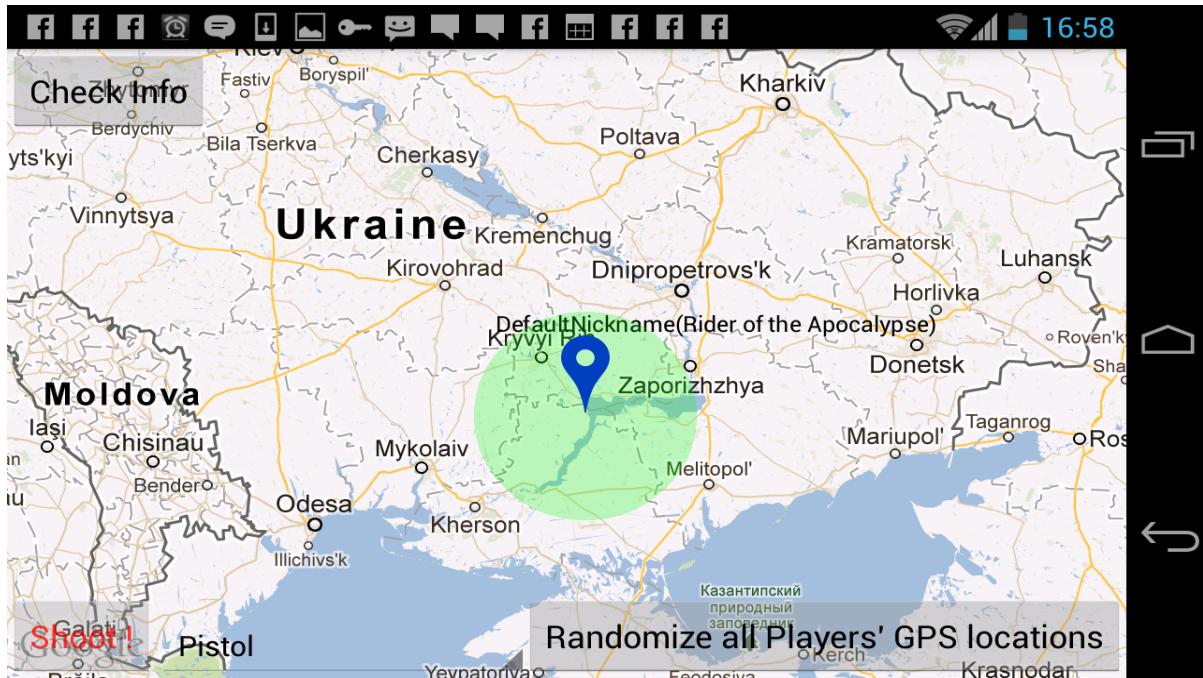


Figure 9: game screen prototype

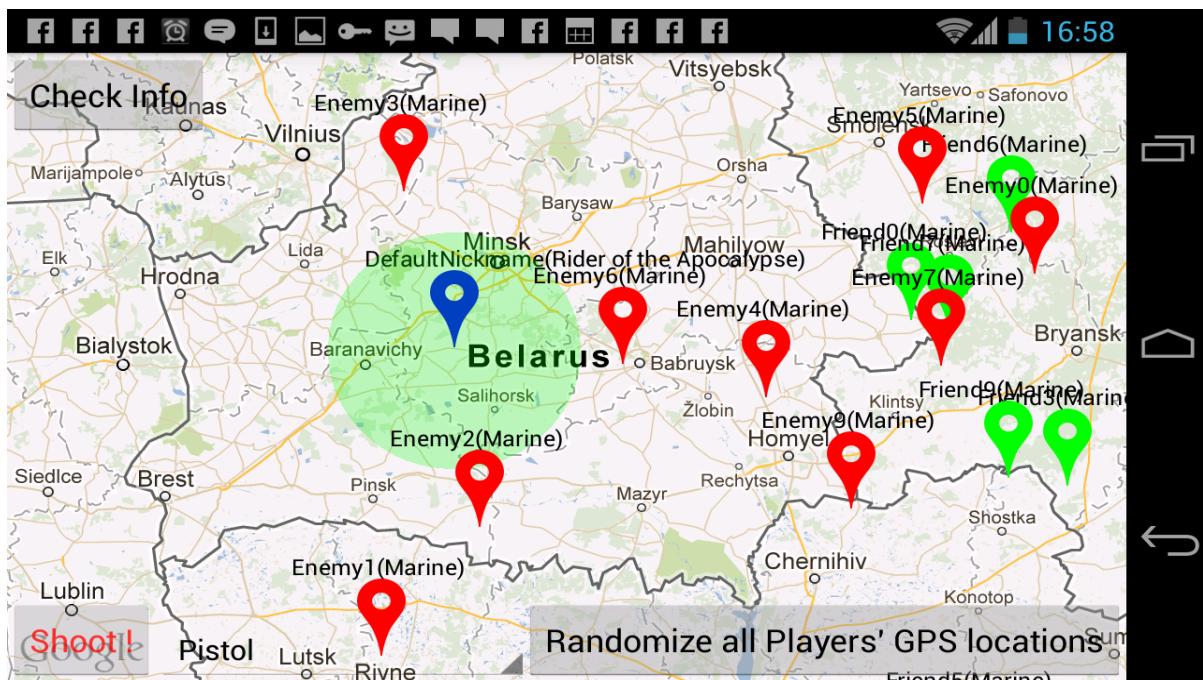


Figure 10: game screen prototype

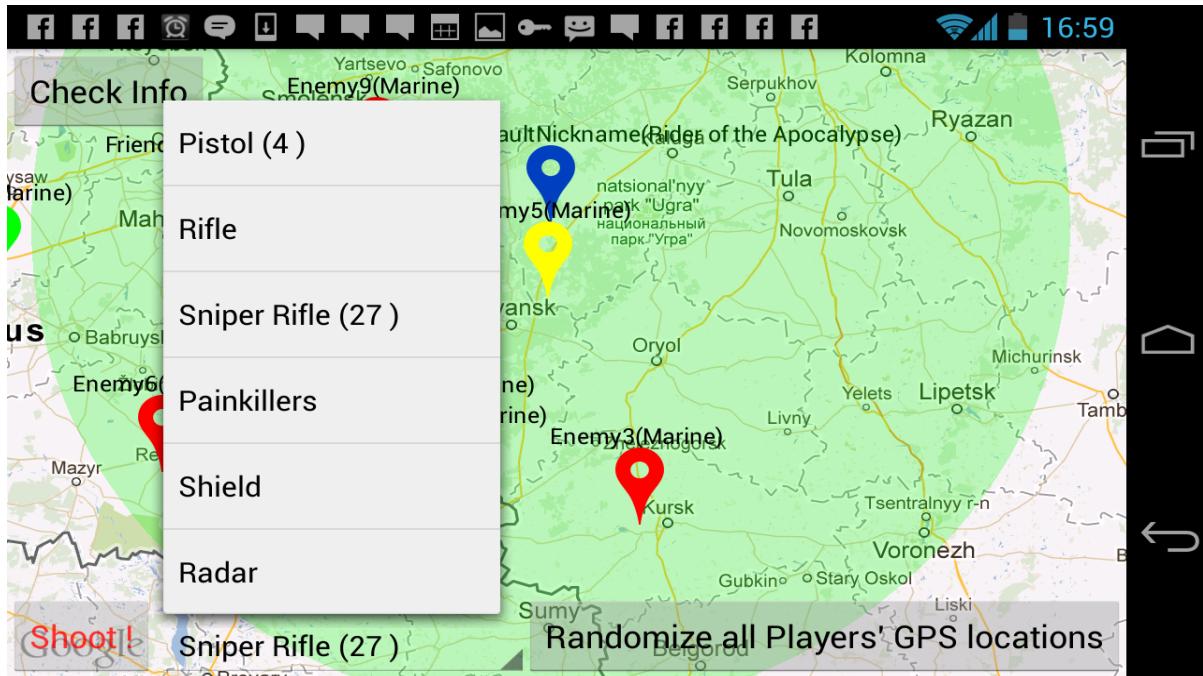


Figure 11: game screen prototype

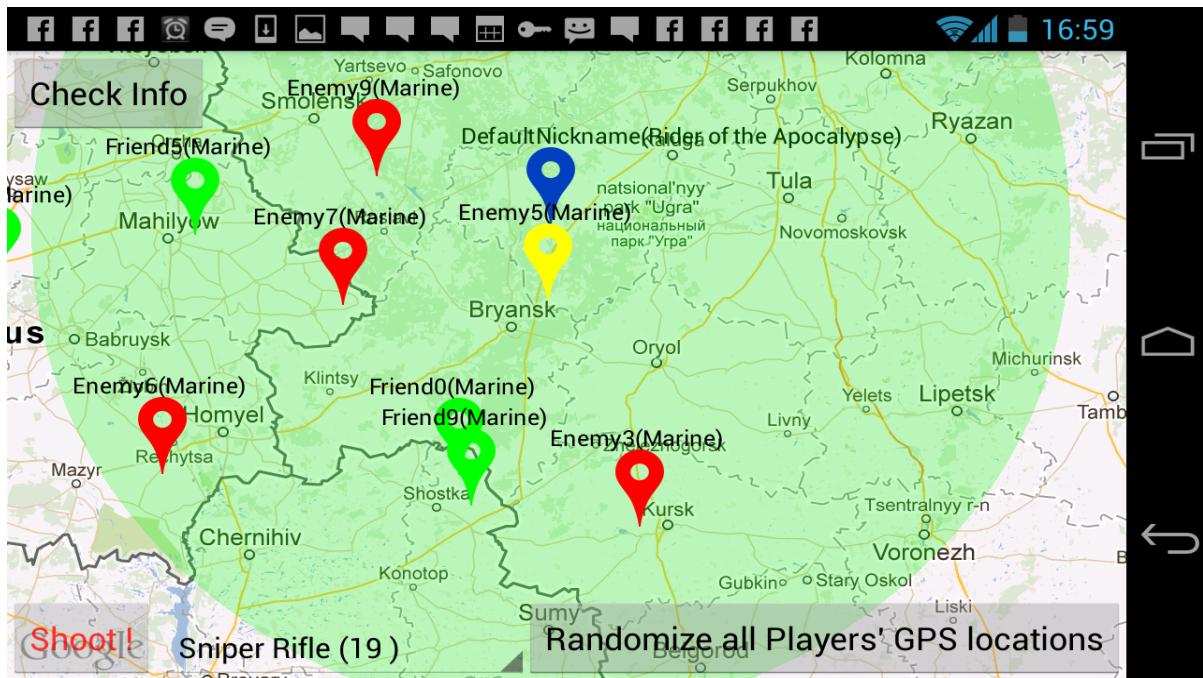


Figure 12: game screen prototype

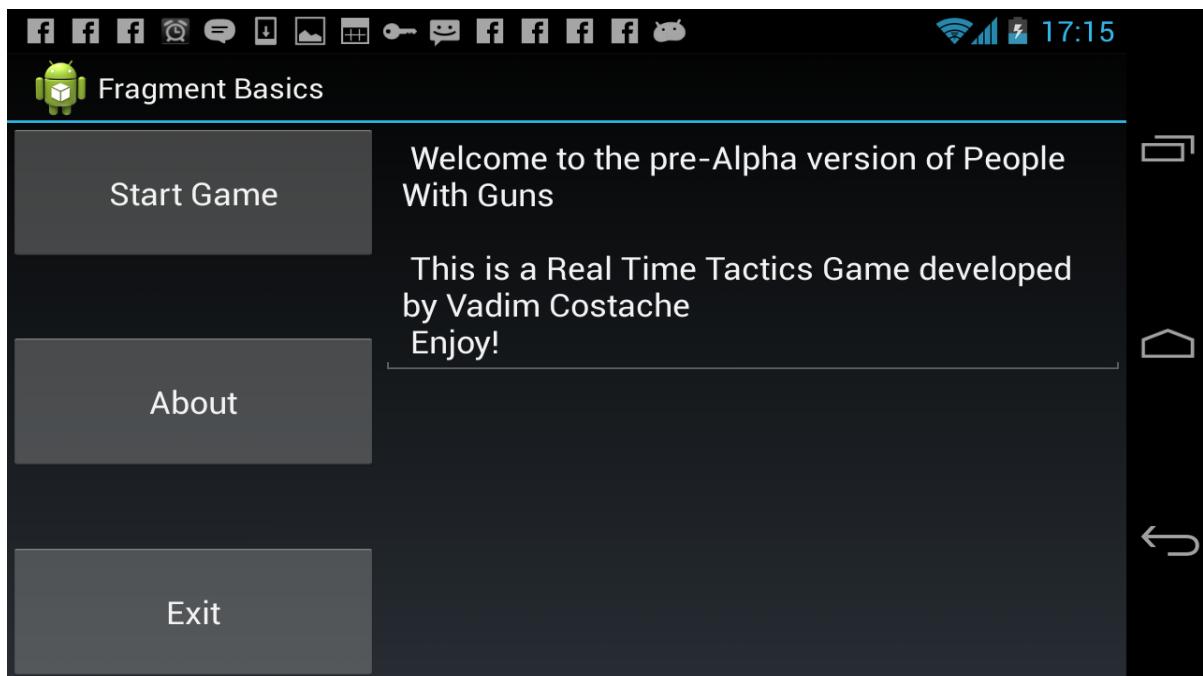


Figure 13: *main menu* screen prototype

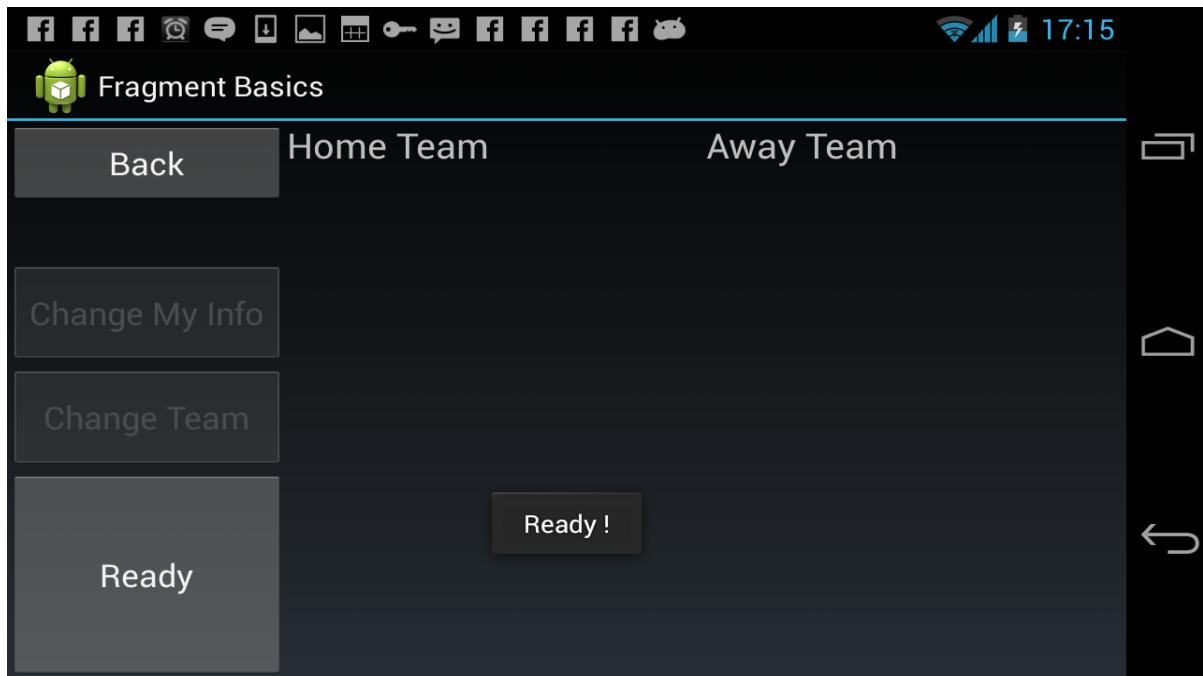


Figure 14: *lobby* screen prototype

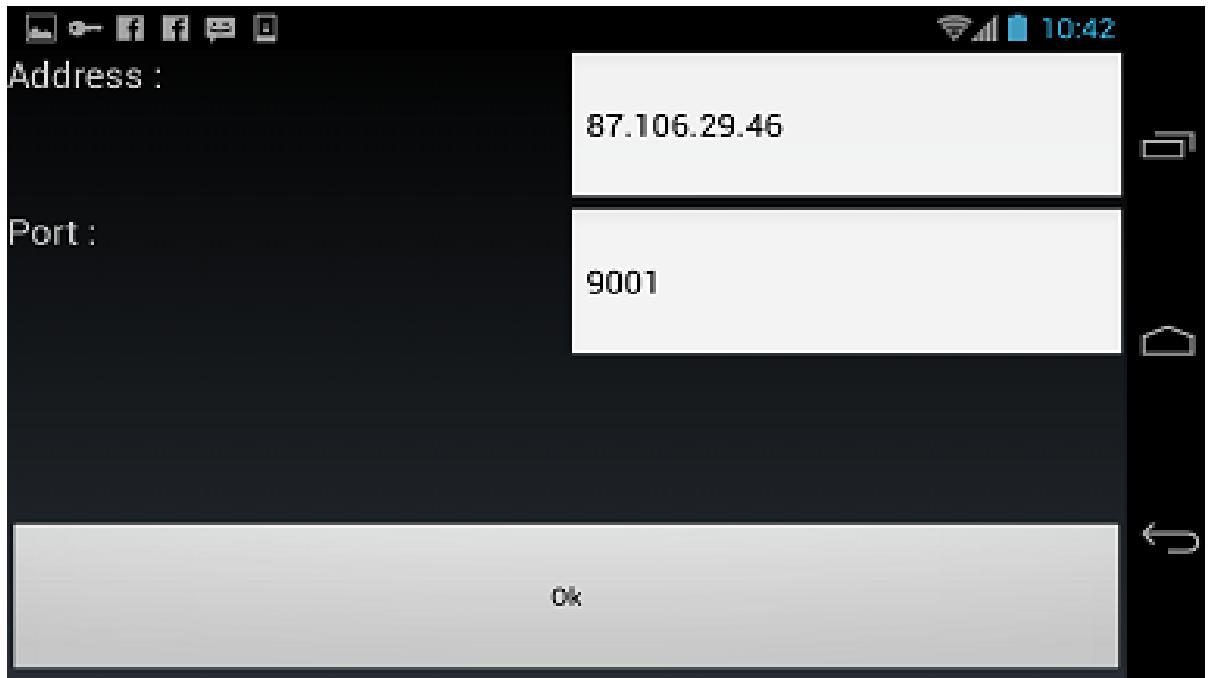


Figure 15: The settings screen, out of the main menu

application to come.

Very soon the necessity for a settings screen right out of the main menu came up (The server was initially run locally, on the author's laptop. The main reason to create the settings screen was that location of the server has been changed many times during the first stage of development - and therefore it was necessary to re-type the IP address and port number. A button labeled 'Settings' was added to the main menu. The settings screen came right after with just an 'OK' button and two text boxes for the IP and port inputs (as can be seen in Figure 15).

At the beginning of the development, as functionality to connect to the server has just been implemented, there was no loading screen. Instead, the application UI would just freeze for a few thousand milliseconds. That has been considered unacceptable from a usability perspective. The first idea was to add a loading widget on top the main menu screen - but the separate loading screen has proven itself a more versatile concept that can be used for functionality to come. The loading screen had to mark the transition to entering the game. A loading screen was added, with a simple loading widget looping infinitely and a 'Loading' text at the bottom of the screen(Figure 16). This screen has remained visually untouched until the last version of the application.

Once the game client became capable of successfully connecting to the server and setting up everything for the lobby screen, the need for the lobby settings screen came up - and therefore the lobby settings fragment has been created - with a spinner for choosing between characters, a text box for the nickname, a multiline text box for loading the description of each character or 'profession' and an 'OK' button. This screen has also remained largely unchanged until the current point of development and can be observed in Figures 17 and 18.

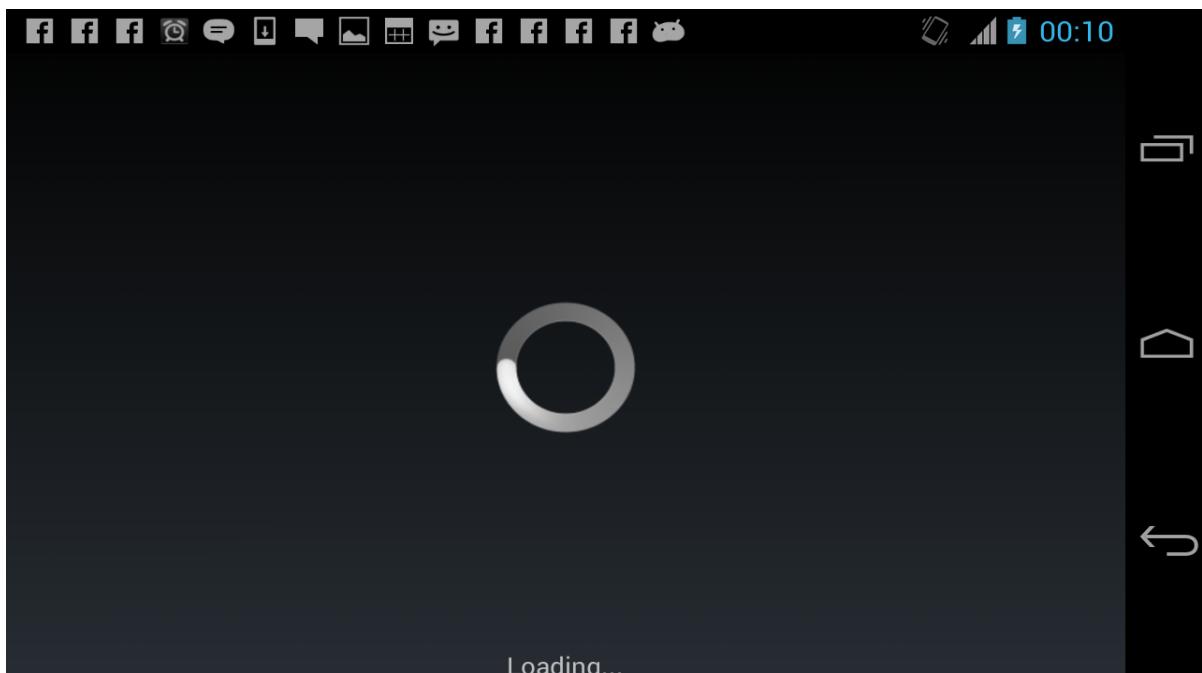


Figure 16: The loading screen

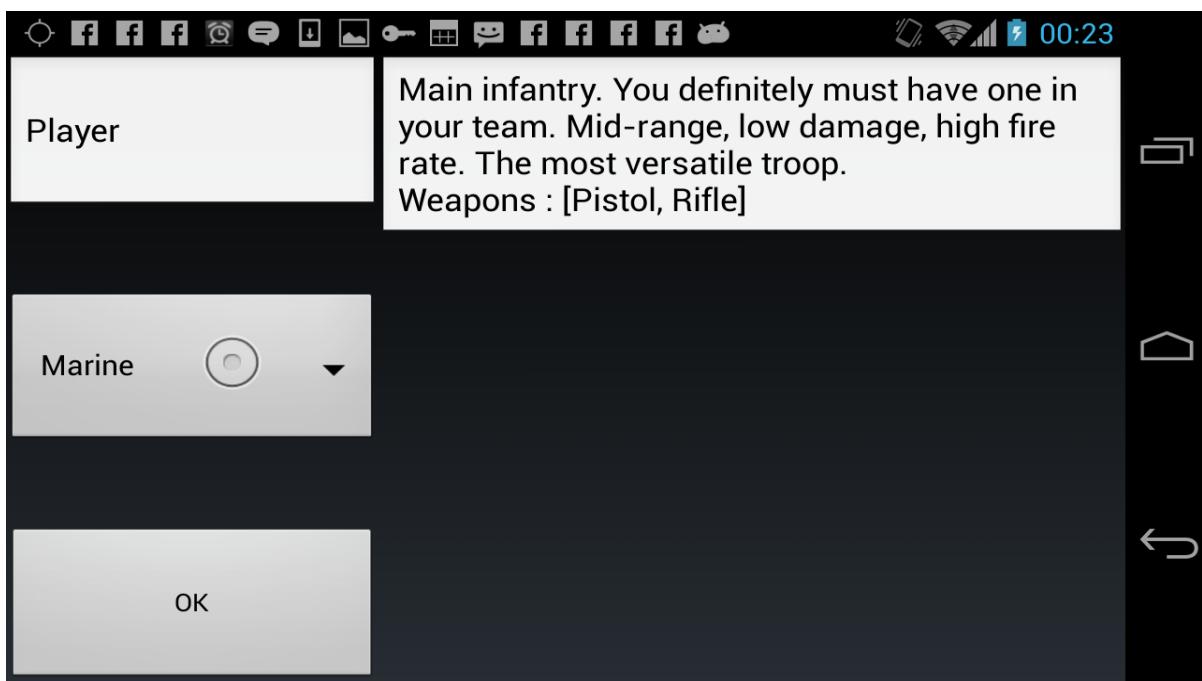


Figure 17: The character editing screen (the lobby settings screen) menu

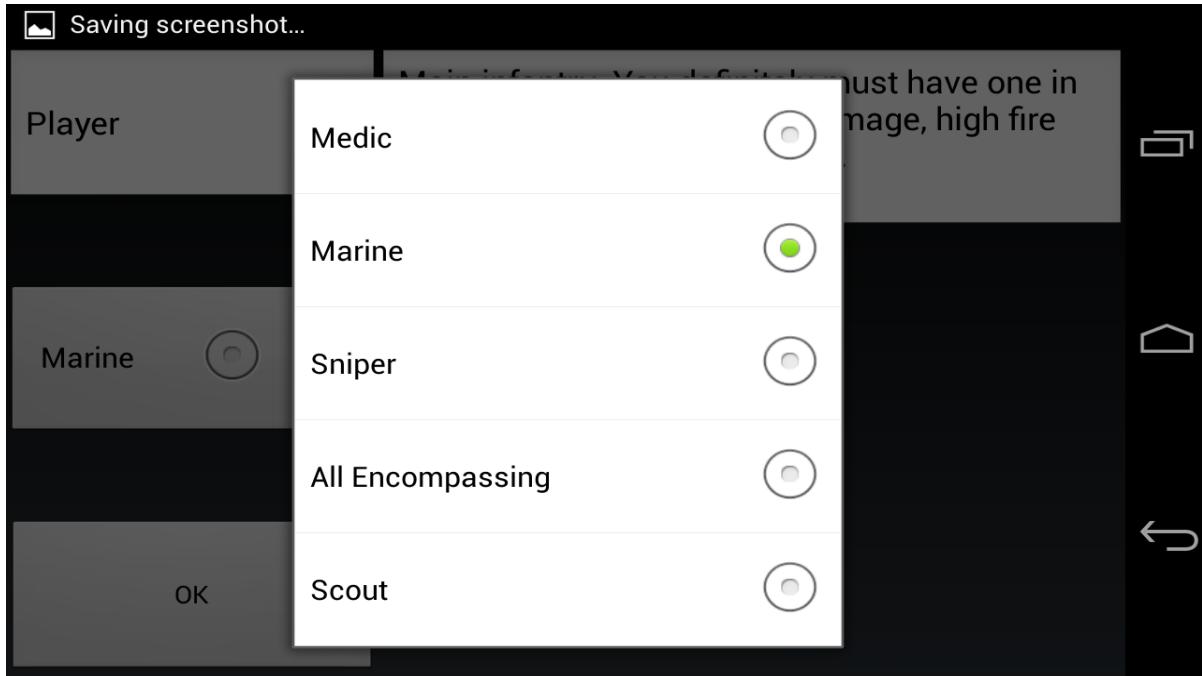


Figure 18: The character editing screen (the lobby settings screen) with the character selection dialog opened menu

### 6.3 The first testing phase

Contrary to the original plans, the first testing phase took only half a day with another half day of preparations. Prior live tests have been done by the author alone, with two phones.

Five people (three male and two female) were invited to play the game. Three of them had Android phones. The other two have used the two phones that the author had in possession at the time. Unfortunately, most of them had Android 2.2 and 2.3 installed. The preparations meant convincing them to volunteer their phones for an OS upgrade. Android 4.0 was installed.

The tests have been done mostly indoors, as they revealed various bugs in the server and client code that were not detected when testing discrete features. Because six people had five phones, two of them have played alternatively.

Because not all players had 3G connections available, the game has been played by connecting to a WiFi router. The first bug we noticed was that occasionally the game would disconnect for no apparent reason. Others have been related to GPS devices in one of the phones not retrieving the position and crashing the application or concurrency issues improperly treated.

A few temporary quick fixes got the game working and the testers managed to play the game, firstly indoors for a few times and then outside, while still connected to the WiFi router. This has inadvertently been a test of the WiFi coverage of an average old 802.11 b/g router - around 50 - 70 meters radius in an open space describing a half-circle around the router. The author was the first to accidentally run outside the WiFi coverage and get disconnected.

After the playing was finished, the testers and the author sat down for a focus group discussion,

during which criticism of the gameplay, UI and game satisfaction were expressed. Although the concept itself has been positively appreciated, the game UI has received a lot of criticism. Also the random disconnection of the game from the server has caused a lot of frustration among the test players. A proposal has been made to allow saving the last player status and position on the server and allow a timeout until the player would not be allowed to reconnect. A debate led to the conclusion that enabling such a feature could allow cheating: A player would disconnect from the game, get close to other players, reconnect, shoot and repeat the sequence - thus avoiding damage and causing frustration to others.

Until the end of the first testing session done with a group of people, the UI has remained largely untouched. The two unused buttons on the game screen have been kept for tester feedback on how pleasant the position of those buttons is for the reach of their fingers. The goal for the game UI has been to become similar to a game controller, while having the game screen in the middle. And the screen had to be laid out in a way in which the user would not feel cramped when playing the game. The only addition to the UI has been the 'Settings' button in the main menu, together with the settings screen.

The first people to test the game have criticized the following aspects:

- a. **The game UI:** The need to reselect the target every time the weapon is switched has proven frustrating. The entire process of selecting a weapon before firing it has been regarded as too slow: the players wanted to be able to shoot the entire arsenal immediately, if possible.

The lack of control over what is happening has been criticized: The player health was only displayed above the head of the player, along with the name and 'profession'. It made it hard for players to notice changes. Notifications on who 'shot' who were not yet implemented. The player's health was not displayed anywhere. Messages could not be sent to the team. The first proposal has been to enable writing and sending messages, messenger style. After some discussions, the conclusion came that predefined messages are much more useful (like the ones used in the video game "CounterStrike"), while more complex messages can be communicated verbally, keeping the players more focused on the dynamics, rather than on the technicalities of the game.

- b. **The menu UI:** The lobby UI has been criticized - but not for its layout, but for the comprehensibility - there was no mark for the player's 'Ready' status, the 'Change my Info' label wasn't comprehensible. The nickname and 'profession' were not remembered from one game session to the other or from one app launch to the other. This frustrated the users - and they simply refused entering their nicknames after a few games. The game ended up with no one knowing who's who, because they had the same nickname - the default 'Player'. One tester complained that he wanted to click his own name in the team lists and get to the settings screen - but functionality to do that was not implemented.

A general complaint has been expressed towards the fact that there are no tutorials on how to play the game.

The first testing phase, though short, has left a lot of guidelines on what to do from that point on.

## 6.4 The second development phase

The first testing phase has left a lot of 'to-dos', notes and guidelines for better adapting the UI and game mechanics to the player's needs. The second development phase has addressed these

needs with a personal touch from the author and an influence of the switch to a newer version of Maps API (V2). The newer version of Maps API also came with the requirement that Google Play Services be installed on each device that runs the game.

#### 6.4.1 The Server

The only change done on the server in the second development phase, beyond bug solving, has been the switch from InetAddress to InetSocketAddress as key in the server's management HashMaps. That's because multiple connections from behind a router with NAT were not possible. InetAddress only holds the remote IP of the connection. The InetSocketAddress now holds both the IP address and port number of the connection.

#### 6.4.2 The Client

We will describe the changes made to the client, after the first testing phase. The most important set of changes has occurred on the UI: The Google Maps V1 API has been discarded in favor of the V2 API, the appearance of the UI has been radically changed and most of the back end functionality that served the game screen has been discarded and rewritten.

The client now uses seven fragments for the UI: 'Main Menu', 'Info and Tutorials', 'Settings', 'Lobby', 'Lobby Settings', 'Loading' and 'Game':

- a. 'Main Menu' : It has been slightly modified: The 'Start Game' text has been changed into 'Connect to Server' - making its functionality more obvious. The logo presented in Figure ?? has been added for user feedback. The 'Info and Tutorials' button has been added - it leads to a new Fragment that presents the idea and functionality of the game.
- b. 'Info and Tutorials' is a screen with a number of buttons and a scrollable view for displaying text and images. Here, the user will find instructions for the purpose how use of the app and detailed descriptions of the functionality of the 'Lobby' and 'Game' UIs.
- c. 'Settings' has not been modified.
- d. 'Loading' has not been modified.
- e. 'Lobby' : it has been slightly modified to remember the last used nickname and 'profession'. Each player in the team lists now shows the ready status of that player and a '

*ME*

' indicator has been added to the current player so that he can identify himself in the list. Clicking on one's own nickname in the list now navigates to the 'Lobby Settings' screen for nickname and 'profession' change. Two background images have been tried out on this fragment, for user feedback. They are shown in Figure ?? and Figure ??

- f. 'Lobby Settings' has not been modified. A background image has been tried out as background, for user feedback. See Figure ??
- g. 'Game' has been completely modified. Due to tester feedback and the change of the Maps API, it has gone through radical changes. At this point, the game screen looks as follows: for all the 'weapons' and 'power-ups', buttons are aligned starting from the bottom left corner of the screen until close to the bottom right corner. From the bottom right corner upwards, on the vertical axis, three buttons and a TextView have been placed: the 'Previous Target', friend/foe toggle, 'Next Target' buttons and a TextView that shows the distance from the current player to the selected friend or foe. If no player is selected, the presented text will be '0(Self)'. Otherwise, just the distance measurement is shown, with no text. In the top

right corner, the default 'My Position' button is shown - with its specific icon. In the top left corner of the screen, a TextView with large text indicates the 'health points' of the player. Underneath the health indicator lays a Spinner for sending predefined messages to the team. The full functionality of the UI will be presented below.

The typical app use scenario goes as follows: The player enters the game and sees the 'Main Menu'. The application checks if Google Play Services are installed and if the GPS is turned on. If either of these conditions is not met, a dialog is presented: the player must choose to install Google Play Services and/or turn on the GPS or exit the game. Each dialog directs the user to the appropriate Google Play or Settings page - where the player only has to either click 'Install' or switch the 'Enable GPS' toggle to 'ON'.

Once there are no more requirements to be met in order to play the game, the player can click on 'Connect to Server', be briefly presented with the 'Loading' fragment and then enters the 'Lobby'. There, if the app was started for the first time, he can see the default nickname 'Player' and the default 'profession' - Marine. If the app was previously used, the player will see the last nickname and 'profession' used in previous runs. The server distributes the players according to team sizes, so the player has an equal chance to see oneself in either the 'Home' or 'Away' team. Then, the player can opt to change the team by using the 'Change Team' button. Also, the nickname and 'profession' can be changed by navigating to the 'Lobby Settings' screen. Once the 'Ok' button is pressed in the 'Lobby Settings' screen, the changes are saved by the application and sent to the server for broadcasting, and the player is returned to the 'Lobby' screen.

At the point where all the players have done setting up, they can send the 'Ready' signal. When all the players are ready (for testing purposes, one player present on the server is enough to start a game), the five second countdown is received from the server and the player is now facing the 'Game' screen.

In order to understand what can be done at this point, a detailed description of the 'Game' UI is necessary:

We can visualize the UI based on the screenshots presented in Figure 4 and Figure19. It presents the groups of UI elements on the screen. We shall now present all of them, separated into groups, by position (positioning also separates functionality groups, therefore we can also state that they are presented by related functionality). All the UI elements on the 'Game' UI are programmatically generated - and not from an XML file :

- a. **The bottom of the screen, starting from the bottom-left corner:** The 'weapon'/'power-up' buttons are generated once the 'Game' fragment is loaded, based on the list of weapons specific to the player's 'profession'. They appear from left to right. If less or equal to three weapons are given, the buttons will be made slightly larger than otherwise - up to a maximum of six (the number of weapons featured in the test 'profession', 'All Encompassing'). Each button press shoots the 'weapon' or 'power-up', according to a so-called 'policy' provided in the Weapon object. The policies are as follows: 'self', 'friends', 'friends and self', 'enemies', 'friends and enemies', 'friends and enemies and self'- stating on which kinds of players one given 'weapon' or 'powerup' can be used. A button long press will draw the range of the 'weapon'/'powerup' on the map, with the player's position in the center.
- b. **The bottom-right corner of the screen:** The player selection buttons and the distance indicator are generated on the vertical axis, starting from the bottom-right corner of the screen - in order, the 'previous target', friends/enemies toggle, 'next target' buttons, and on top a TextView showing the distance to the selected player or '0(Self)' if no player is

selected (in translation, the 'self' or 'current player' is selected). The friends/enemies toggle is used for switching choosing between the two groups of players: friends or enemies. On each press on the 'next target' button, the next closest player from the chosen category is selected. The reverse applies to the 'previous target' button - which selects the previous farthest player if a player is selected and the closest one otherwise. The distance indicator serves for the use of an experienced player who knows the weapon's distances by heart and does not need to draw the weapon range circle on the map. The players may also be selected by simply tapping their respective markers on the map - but through testing it has been determined that in a more intense and dynamic situation, selection by clicking on the marker can become difficult and inaccurate. Both modes are supported now. At this stage of development, deselection of players (and implicit selection of the current player) is done by touching a random unoccupied area on the map.

- c. **The top-right corner of the screen:** The 'my position' button - Clicking it will cause the map to be automatically scrolled until the position of the current player is centered.
- d. **The top-left corner of the screen:** The health indicator is a TextView that presents in large text the available health points of the current player. Underneath it lies a spinner that provides a list of messages that the player can send to his/her team. One can do so by clicking on the UI element representing the spinner, beneath the health indicator. After the first click, the spinner dialog appears and shows the list of messages. The player can send one of the messages in the list by clicking it. The dialog is canceled by selecting a message or clicking outside it.
- e. **The area in between the two top corners of the screen:** This is the area where the power-up duration is dynamically shown during its effect. This can be seen when the player casts 'invisibility' or 'shield' on oneself or when a friend casts 'shield' on the player.
- f. **The area above the weapon buttons:** This is where the notifications appear, in the form of Toasts. By default, a toast has a given lifespan - but each time a new toast needs to be displayed, it first closes the toast currently on display, if it is the case.

Although they are not yet discretized, thus far we can distinguish three types of game that can be played with the current setup: the **Default game** (which requires multiple players, but excludes the 'All Encompassing' game type); **Duel** (two players choose the 'All Encompassing' profession - receiving the entire arsenal provided by the game - and try to eliminate each other from the game by using various strategies of combining 'weapons' and 'power-ups'); **David vs. Goliath** (a small number of players choose the 'All Encompassing' profession and play against a significantly larger number of players that use all the professions except 'All Encompassing').

Until now, the default game and the duel have been tried out - and they are fit for different situations: The default game can take up to 20 minutes and is played on a large area (there is no limit for now), depending on the mood and disposition for running of the players. The duel is performed usually by two players sitting next to each other and takes two-three minutes.

Thus far, no game end condition has been introduced - players who lose all health points are notified that the game is over for them through a dialog that gives them two options: quit the game or spectate. The second option implies that they are marked as 'dead' on the map, cannot be selected and their weapon buttons are removed from the screen. Still, they can watch the evolution of the game on their mobile devices. When all players of one team are marked as 'dead' (they have lost all their 'health points') and at least one member of the opposing team still has more than zero health points, it can be considered a win for the opposing team. The ending condition has not been implemented, because for this stage of development of the application there is no reward system

implemented.

The main functional differences from the first development of the game are:

- a. A switch from Google Maps API V1 to V2 has been done. This implied rewriting the whole UI and several methods in the helper libraries.
- b. Because of the switch mentioned above, the custom Overlay object (along with the custom tap and marker drawing functionalities) and the object responsible with position retrieval have been discarded. Position retrieval is done through an option provided by the GoogleMap object provided by the Google Maps V2 API. The whole marker and weapon range drawing are also done through the GoogleMap object - OverlayItem objects have been replaced by Marker objects and GeoPoints have been replaced by LatLng instances.
- c. The whole UI has been rewritten, having as a result what was described above.

Passive disconnection detection functionality has been added in the loop that waits for incoming messages. The functionality of some weapons and power-ups has been modified. A power-up called 'Radar' that was present in the first development iteration, but did nothing has been removed. The 'Invisibility cloak' and 'Knife' have been added. Power-up duration indicators have been added.

The final message structure in between the server and the client will be presented in one of the Annexes.

During the second development phase, a lot of decentralization and modularization of functionality has been done. Some classes that only served the Game UI relying on Maps API V1 have been removed. Others, serving the Maps API V2 have been added. Various bugs that caused crashes have been corrected. The starting condition has been reintegrated in the game - the weapon buttons are disabled until a 'Start Game' signal is received from the server.

#### **6.4.3 Logging, Testing and Data Usage**

After the first testing phase, a the need of a logging system was felt. A logging system based on Logcat capture has been added. Uncaught exceptions are now caught and logged before the app closes.

A lot of testing has been done with the 'UI/Application Exerciser Monkey' to show up potential bugs and crashes. Some bugs have been found and patched - but one has persisted: Apparently, there are some humanly-impossible combinations of keyboard and touch inputs that lead to a Spinner dialog crashing the application. This is an Android-related issue and cannot be solved by the author.

Another bug that has persisted is that of the WiFi disconnection(3G connections stay alive). Apparently, this is an Android bug.

As for logging, a Logger class has been created, its functionality has been extended to retrieve the data usage of the app. Because of various compatibility reasons, the data usage of the entire device during the usage of the app is retrieved, instead of the usage of the application itself. This means that the data usage of, say, social network or mail applications adds to the count - but as a general idea (and not very precise numbers) is needed, it has been considered a decent solution.

#### 6.4.4 The UI

The second development session has come with the mindset to completely change the UI. And not only that was done: the whole underlying framework has been changed. A switch to the Google Maps V2 API was made. A lot of functionality has been thrown away - such as the Overlay that served for drawing the players and for laying out the controls. A lot of new controls had to be added. A lot of underlying technicalities have been changed(such as the custom screen tap functionality and data objects used for positioning).

Because of the switch to the new Maps API, the MapView object which served as the container for all controls has disappeared. It has been replaced by a GoogleMap object which is not intrinsically a View and cannot be treated thusly. Some improvisation was required to artificially create a container for the map. This has been done by programmatically creating a RelativeLayout and adding the View that contained the map as a child. Then, the apparent choices have been to either add all the controls programmatically - which is very tedious - or embed a Fragment within another Fragment - which is bad for performance. All the controls have been generated and added programmatically. And the result has been previously described in the paper - having as a result the UI presented in Figure 19: The UI has been properly partitioned in four functional areas that, although they provide much more control and functionality, they don't cloister the map. The health of the current player is visible, a button has been added to center the image on the current position of the player, individual buttons are generated for the list of weapons provided for a 'profession', a group of buttons is added for help in target selection. Target selection by tapping on the screen has been preserved as an alternative to the selection buttons. The latest addition - the Spinner serving message sending was taking up too much space and hindered the view of the map. A good solution has been to make it semi-transparent - thus, making it non-intrusive, yet present. The ranges of the weapons are now drawn in green on demand, by long pressing the weapon buttons. The blue circle around the player's position is the default indication of the GPS accuracy. Thus far, it has not been removed - as it can be useful in various gameplay situations.

The menu UI has also been modified:

- a. **The main menu screen:** The welcome message has been removed and place has been left for a potential logo. The addition of a logo has been attempted, as seen in Figure20. Also, a button to navigate to the newly added info and tutorials screen has been added.
- b. **The info and tutorials screen:** A new screen has been added. It contains four buttons that lead to information and tutorials on what the game is and how to play it. The initial plan was to have a WebView as container and load the tutorial articles in HTML format. Then a simpler solution was devised and instead of the WebView, a ScrollView was added as container and a LayoutInflater object is now used to generate the tutorial articles from XML files. The results can be seen in Figures 21 and 22.
- c. **The lobby screen:** The lobby screen was also modified: The requested feature to map the click on one's name to the character settings screen was implemented. Also, the "ME" marker has been added to distinguish the current player from the rest and the "READY" marker of one's 'Ready' status. Two backgrounds have been tried on this screen, as seen in Figures 23 and 24.
- d. **The lobby settings screen:** The lobby settings screen has been kept almost intact since its creation. The functionality to remember the last used player's nickname and 'profession' was added. Also, two backgrounds in black and white have been tried out. They can be seen in Figures 25 and 26.

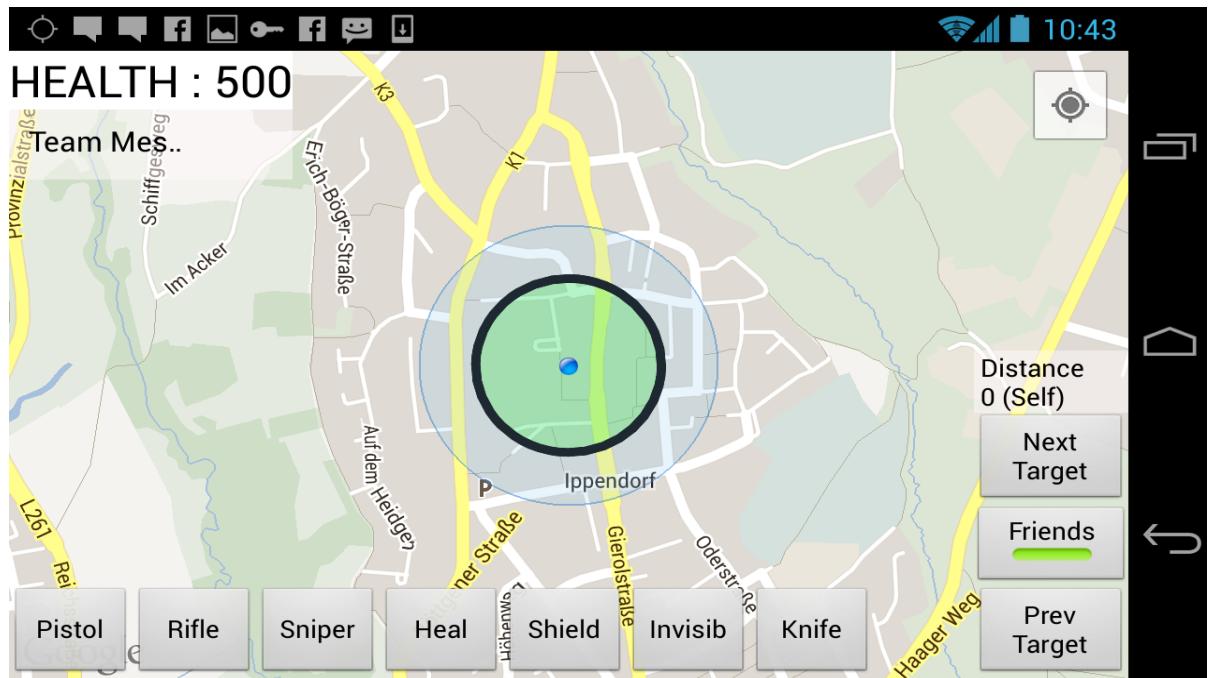


Figure 19: The game UI

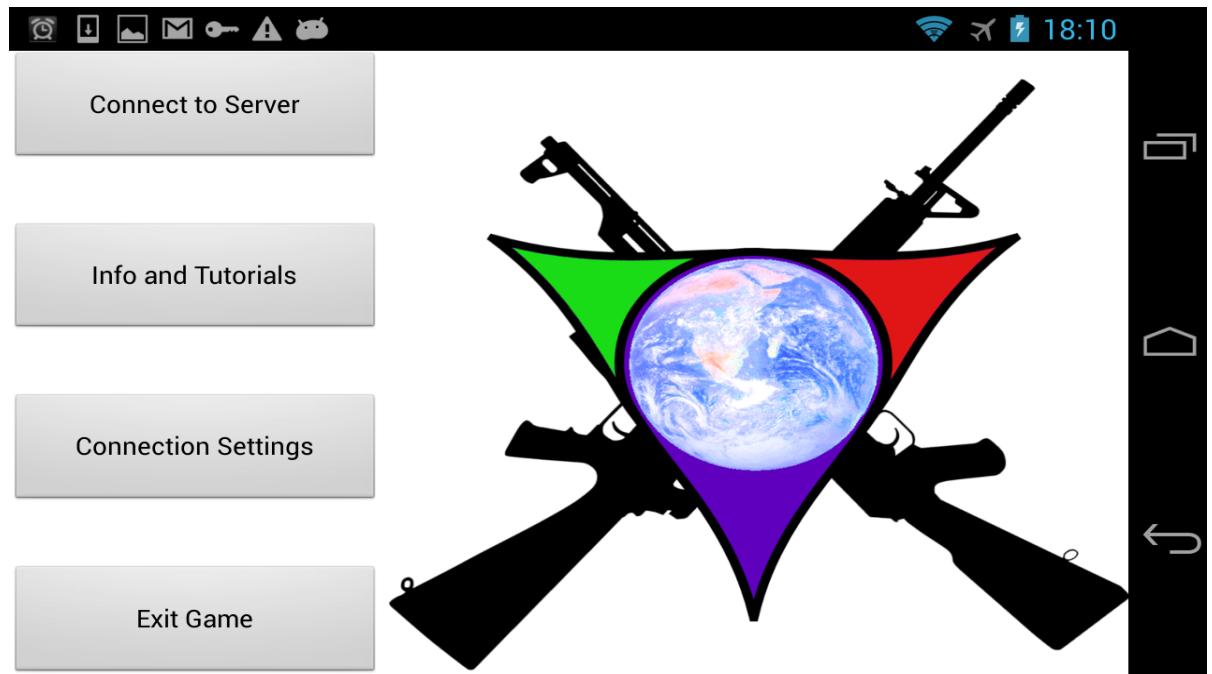


Figure 20: A white game logo

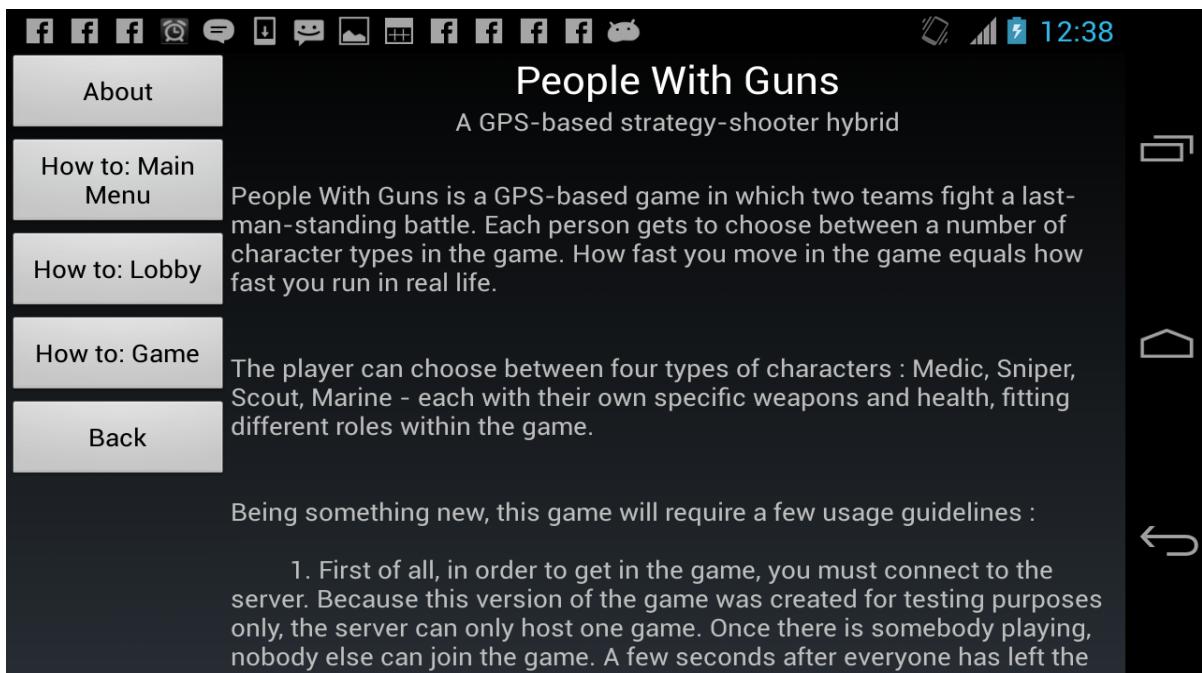


Figure 21: *Tutorials screen: the About page*

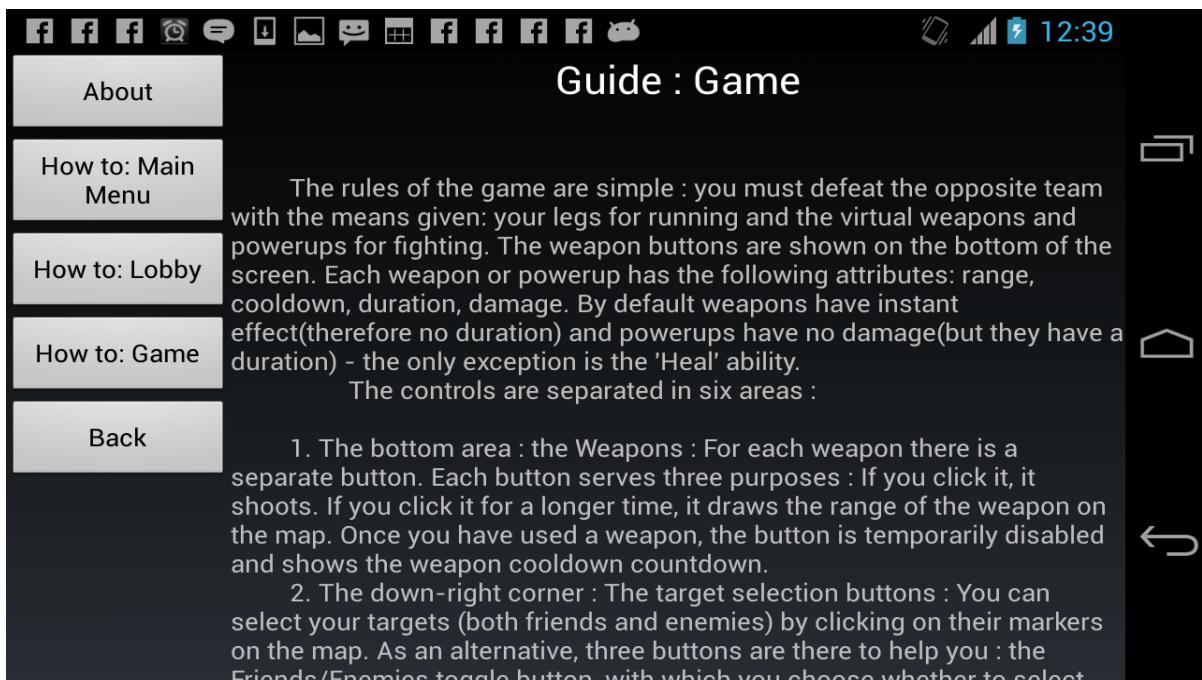


Figure 22: *Tutorials screen: the Game Guide page*

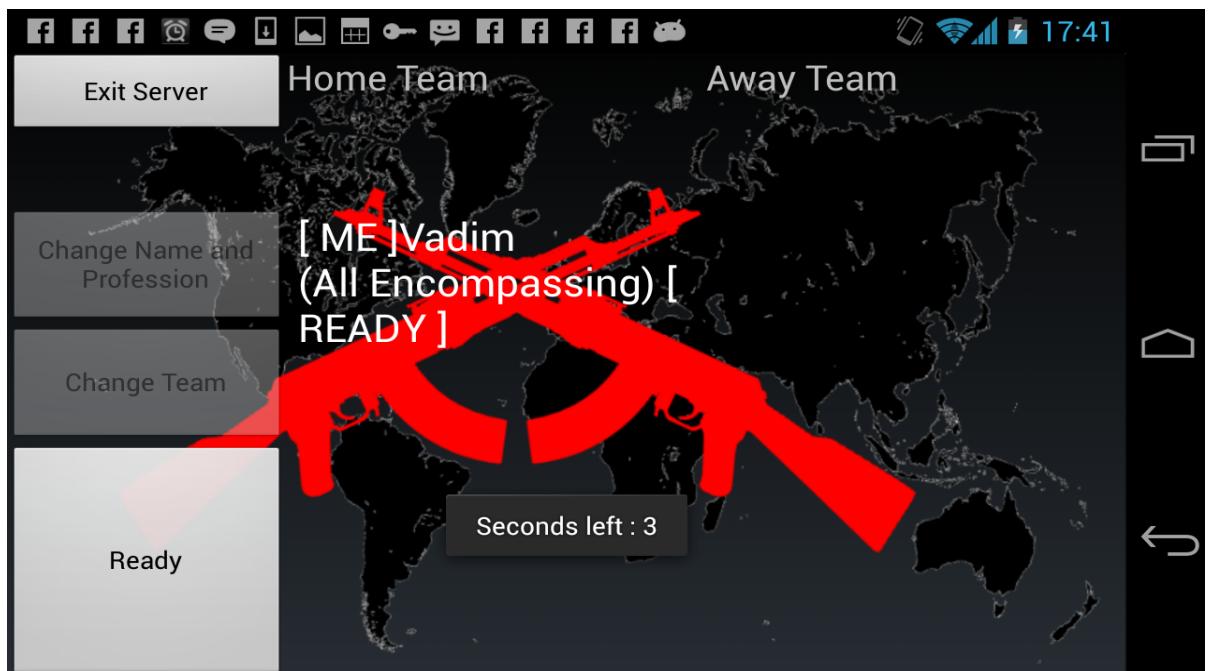


Figure 23: *Lobby screen with black background*

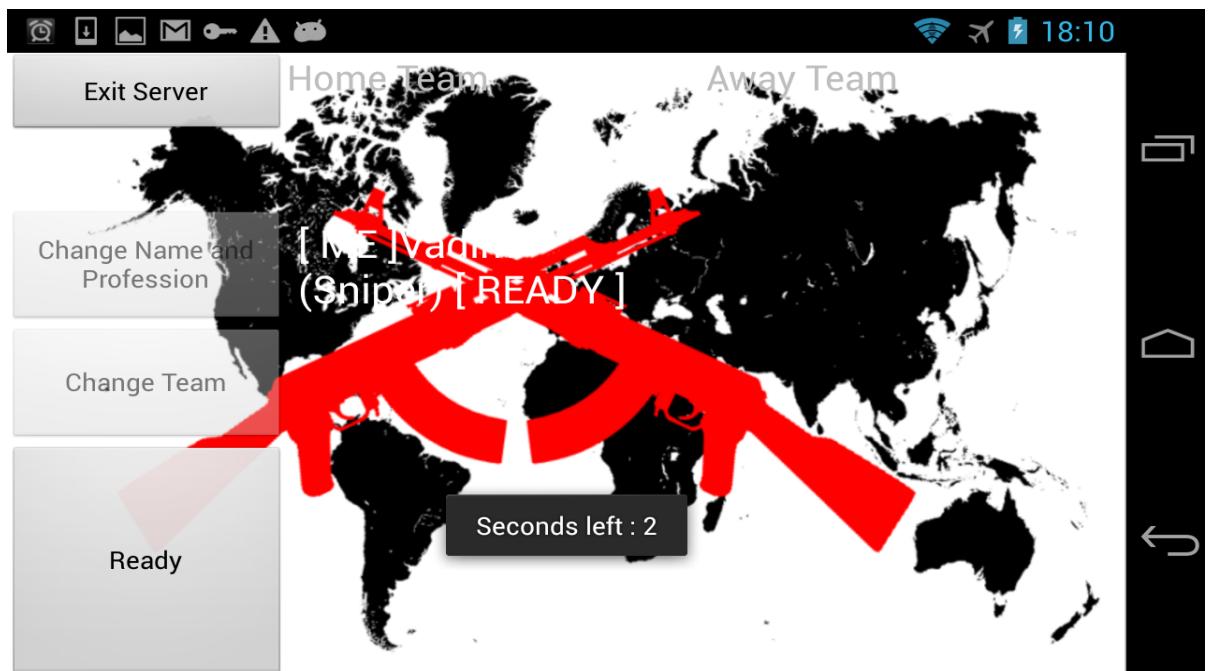


Figure 24: *Lobby screen with white background*

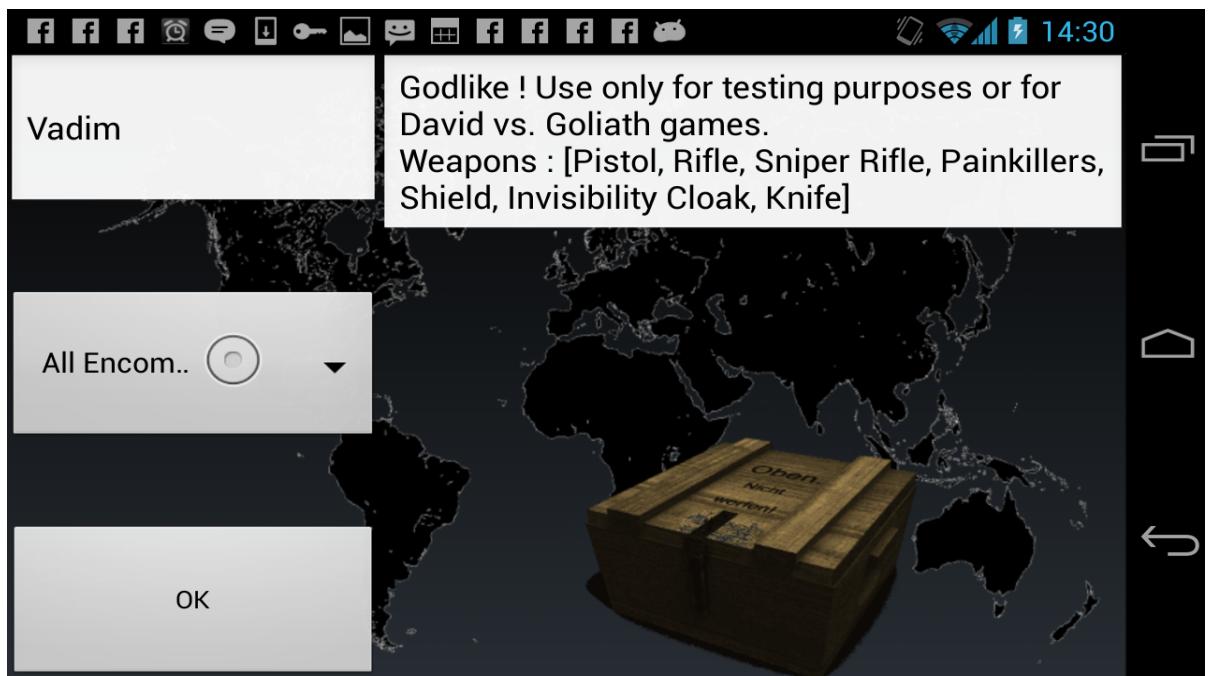


Figure 25: *Lobby settings screen with black background*



Figure 26: *Lobby settings screen with white background*

## 6.5 The second testing phase

As the first testing phase, the second one has taken much less time than initially planned - only one day. A larger number testers were invited. More phones have been brought and almost all had 3G connections. This time, the app supported Android versions starting with 2.3 - which made testing accessible to all.

A large part of the testing phase has consisted in the preparations: installing the application on all devices, connecting everyone to the wireless network. This has proven to be frustrating - therefore, everybody switched to 3G and started to play - firstly indoors and soon after, outdoor. The UI changes have been positively appreciated by everyone - yet a few features have proven to be quite useless: One of them was the long click on the weapon buttons, which was never used - because of close range gameplay, nobody attempted to draw the weapon range. The gameplay has been very fast paced (a game lasted on average between 10-15 minutes) and no one has actually used the functionality. The distance indicator was not noticed at all by most testers. The health indicator, target selection buttons and shooting functionality of the weapon buttons have been appreciated as 'right', 'appropriate', 'useful'. A request was made for a finishing condition and a 'You have won' screen for the winning team - and a reward system. Because of the close-quarter gameplay, the starting condition could not be tested - actually, a short workaround to disable it had to be done.

Unlike before the first testing phase, when few to no people interacted with the application, before the second testing phase a large number of the friends and acquaintances of the author have seen the application and have been giving constant input as to whether certain aspects of the game are worthwhile or not. Also at this point discussions on future development of the game have started. A lot of conversations have been recorded as audio files and notes on paper. Among the discussions, the ones on the current development have been focused on visual aspects: The background images, the logo; a proposal to change all the markers with 'profession'-specific ones and to replace the text on the buttons with symbols. Besides all this, a discussion has started on the name of the application itself. Both very positive and very negative opinions have been expressed, but none of indifference. The first name chosen by the author for the game has been "People With Guns" - but after debate and player feedback it has been later changed to "Gun Run".

There were ten people who actively participated in the discussions and debates over the aforementioned aspects of the game: five male and five female.

The logo has been strongly rejected by everybody - it was deemed too colourful and unrelated to the significance of the game.

The black background images used in the lobby and lobby settings screens have been positively appreciated by the males but received mixed opinions from the females: Three(more than half) of them said that the black backgrounds with red weapons on top inspire violence - which should not represent the game, while the other two have deemed them appropriate.

After being presented with the white background images for the lobby and lobby settings screens, everybody has rejected them, unanimously stating that they break the atmosphere of the game. Everybody concluded that they prefer darker colors in the menus.

The second testing phase took a bit longer than the first. More players tried it out, more games have been played and - most importantly - more games have been played outside.

The conclusion of the second test phase has been that the tutorials are too long, too descriptive. The menus haven't received any criticism - but the game UI has, in a passive manner: The long

click functionality to draw the ranges of the weapons has not been used at all. The distance indicator was not even seen by the players and was therefore not used in any way by anyone. The 'Invisibility Cloak' power-up was used only by the current player on self, but in the second stage of implementation it required selecting oneself(deselecting everyone else) - this was deemed frustrating. The entire concept of selecting oneself by deselecting all others(tapping an area on the map where no markers are present) was deemed frustrating. Everybody playing has expressed the necessity of symbols instead of text on the buttons and on the map. Another aspect of criticism has been the order of the 'weapon'/'power-up' buttons: they should be separated into two groups: 'weapons' and 'power-ups'.

## 7 Agile planning

The project was preceded by the search for a subject. This search has been related to the initial plan of adding multiplayer functionality to an existing tour app, GeoQuest. As the search lengthened, the focus diverged from the tour app, towards GPS-enabled multiplayer games. The first ideas were for including small games and side activities into the tour app. During three months, several GPS-enabled mobile games have been tried out. Ideas from before 2007(the first iPhone) have also been scouted, along with existing games on both Google Play and Apple's App Store. Besides that, sports such as orienteering have been used as inspiration.

The games that were found either required too much or too little involvement from the players, required no actual movement or demanded the player to go to various locations alone just to progress in the game. The point of this project has become making a game that would entertain a number of people that would play together, without the need of specific skills, know-how or prolonged involvement. It would be played within at most 30 minutes.

From all the previous ideas, the 'War Game', 'Mine Game' and 'Territory Takeover' games were proposed. From all three, the 'War Game' was chosen for development, while the other two have been kept for future work. On the 14th of January, at the end of the three month exploration phase, the work has started.

In the proposal for the project, the 6 month time has been separated in four parts :

- a. **First phase of development - 2 months:** During the first iteration of development, the most basic features of the game were to be implemented: basic server functionality that would allow the game to work, basic client functionality and the 'War Game' with the most basic features.
- b. **First phase of testing - 1 month:** During this phase, the game and its functionality would be live-tested for feasibility and quality. New ideas would be sought and documented. Most importantly, player feedback would be gathered.
- c. **Second phase of development - 2 months:** During the second iteration of development, the 'War Game' would be completed and, using its framework, the 'Territory Takeover' game would be implemented. Bugs would be removed and tweaks would be made to the framework and the game concepts to match the player feedback.
- d. **Second phase of testing - 1 month:** During the second evaluation phase, both games would be tested for playability, player feedback would be gathered and the written paper would be completed.

This schedule has proven unfeasible - not because of the length of the development phases, but because of the very short length of the testing phases. It has also been concluded that implementing two game concepts would only greatly reduce the depth of research and would most likely provide incomplete user experiences. The 'Territory Takeover' game has been left as future work. Another big part of the development of this app has been played by the continuous search for the appropriate technologies and practices for the project - including organizing:

- a. The exploration phase - Creating a UI test (Android), a server test (in NodeJS, then Python, then Java), a client test(Android). There have also been some short UI tests and discussions along the way. This phase took around two-three weeks.
- b. The initial development phase - Creating a functional app with the Maps API V1 and writing a full-blown server. This was the longest phase - taking around one month and a half. No

compatibility libraries were used, and therefore the app required Android versions of 3.0 or higher.

- c. The first testing phase - It lasted for half a day. Preparations for it took another few hours (upgrading the OS on two phones from Android 2.3 to 4.0). A few friends of the author volunteered their Android devices. The application has been installed on all their phones and tried out for one hour (in multiple attempts, with some crashes). After playing the game, a focus group - style discussion was set up, the subjects being the usability, mechanics and feeling in and out of the game. Notes were taken, while everybody was discussing various aspects of the app. Also the menus and a possible logo were discussed. Even though the time has been short, enough input was gathered to change the appearance and workings of the application almost completely. Also this is when the decision has been taken to make the app compatible with Android 2.3 for the least (almost 50% of Android users had this version on their phones at the time).
- d. The second development phase - Another three weeks were required to completely construct a new UI according to the requirements from the testing phase and the switch from Google Maps API V1 to V2. Crash logging and data usage logging have been added to the app.
- e. The second testing phase lasted one day. This time, the number of the people who participated has doubled - ten people. Most of them also had 3G sim cards. The game was finally field tested. Another focus group - style discussion has been set up and the opinions and suggestions were noted down.
- f. The documentation phase is ongoing. This is the paper documenting the development of the app.

## 7.1 Kanban

For managing the development steps of the app, a simplified Kanban board was mainly used. As is specific to Kanban, stories have been gradually proposed and fragmented them tasks, where necessary. As the work for this project has been solo, all team aspects of this organizational system have been removed. The fields that have been kept are an 'Input Queue' of three slots, two 'Development' slots, two 'Integration' slots and three 'Live slots'.

This board has been custom made for this project, unlike the typical Kanban board - a whiteboard with slots defined by lines drawn with a marker, on which the stories and tasks were held with magnets. The custom approach to make the board, even though more time consuming, has proven more efficient for the long term of the development of this application. When a whiteboard is used, stories and tasks and magnets are lost - losing stories is something this project cannot afford. The markers get misplaced and paper is often not found. For the development of the app, the Kanban board was made out of an actual wooden board, on which transparent plastic envelopes of two different sizes were placed as slots for the stories and tasks. Also, under the board, three more slots have been added : one for the papers for the stories and tasks, one for the utensils(markers and pens of various colors and scissors) and the last one for the finished stories and tasks that did were pushed outside the board. This gave better control over the location of everything needed and multiple stories could be placed in the same slot. For example, the two 'Input Queue' slots have proved to be not enough for the influx of ideas and proposals for modification. Also, the 'Live' slots were not used for single stories, but for groups, as will be described below. The Kanban board can be seen in Figure 27. Its extension is presented in Figure 28.

The Kanban board has been modified in one further aspect: As the 'Development' slots have only been used at the very beginning of the project, they have been brought closer to the programmer.



Figure 27: Kanban board

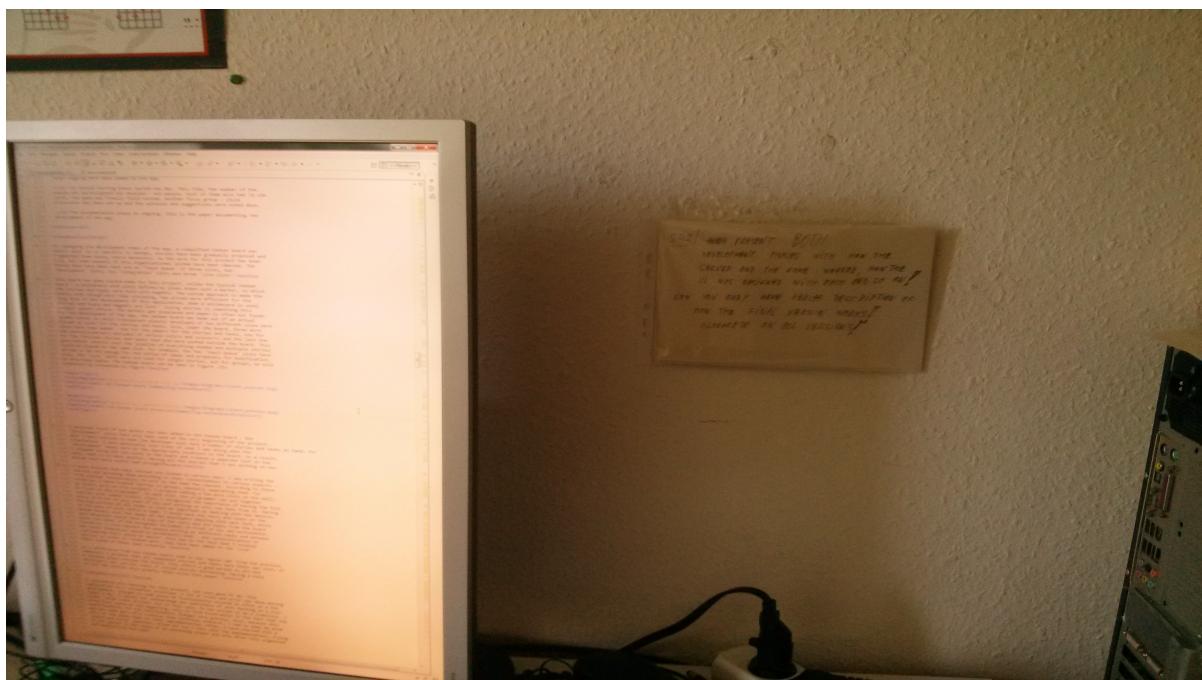


Figure 28: Kanban board extension

The developer must have a number of stories and tasks at hand, for orientation - it is easy to lose track of what must be done, when delving into the unknown. As a result, the two slots on the board have ceased to be used and a separate slot on the wall, next to the development machine has been created. Having all the stories at hand has proven much more useful and straightforward.

Another observation is that many stories are linked in various ways. During this project, stories have been grouped according to their connectedness in various aspects - from similar functionality to work in the same few classes. According to these criteria, stories have been treated in groups. For future work on this project, we propose adding a few more slots on the wall, in front of the programmer. In each slot, the programmer can put together stories with common traits. Also, the importance of having the full story in front of the developer has been noticed - even if one is working on only one task from it. Having the big picture at all times is just as important as dealing with the details. Therefore, for the case of work within a team, we bring the following proposal: have the story and tasks on the Kanban board, with the names of the developers dealing with each task, while each developer would have a copy of the story and the tasks from the board (with the names of the assignees included) in front of his own workstation. Therefore, a link between the people working at different tasks and between the tasks themselves would be permanently kept - and synchronization on overlapping tasks would be easier. Also due to the fact that stories have been treated in bulks of related work, they have been added to the 'Live' slots based on these same criteria.

Besides all, having all completed stories and tasks have their own slot, in a visible place outside the board, has proven beneficial. It provides good morale to the developer who sees the stack of solved stories thickening. Having a hold of all the stories also greatly helped write this paper.

## 7.2 Unit Testing

Unit testing has been considered for this project, but was soon given up. This application is a conceptual prototype. A lot of trial and error was done during development, changes to some pieces of functionality occurred as often as a few times a day. It is hard not to acknowledge the usefulness of unit testing in a full blown, large scale project. But in this case, it has proven to be a liability. At the beginning, writing unit tests has been attempted, only to be abandoned in frustration - the specifications for the functionality changed very quickly. A lot of refactoring and hand testing each new piece of functionality has kept the application mostly bug-free throughout the development.

## 7.3 Choosing the technologies

The original plan was to develop an Android and iOS app, using a development framework such as PhoneGap. This would assume Javascript / JQuery programming for the UI and application back-end. The communication was planned to be established through Websockets. Therefore, for optimum performance, NodeJS was to be used on the server side. For the location presentation, the Google Maps API was to be used.

### 7.3.1 Unified vs. Native Frameworks

Once an idea of how the game should look like was crystalized, a search was made for unified frameworks for cross-platform mobile development. The first choice was PhoneGap, which has been previously used by the author. The other frameworks considered have been Titanium SDK, Sencha and Corona. The multi-platform APIs offer the benefit of the 'code once, deploy everywhere' philosophy, at the cost of performance (22) (23) (24). In this case, the approach of using

a platform-agnostic framework is disadvantageous. The discussion on which one is better can be resumed to the conclusion that none of them is appropriate for the development of such a game.

And here are the reasons :

- a. The game is fast-paced and will require a fast back-end as well as a front-end that is as fast as possible. The cross-platform frameworks essentially interface only some of the native functionality and display the app through a webview - requiring Javascript or a Javascript-based framework for creating the interfaces. These frameworks have been previously tested by the author. The outcome has been disappointing. Qooxdoo, ExtJs and JQuery were tried out. Qooxdoo performs faster than the other two, but makes it very slow and tedious to develop a complex UI and almost impossible to add extra functionality. Still, it is slow for the purpose and feels nonnative. After reading a few articles that compare Phonegap, Titanium, Sencha and Corona, it has been concluded that with or without various advantages and disadvantages between them, they are all similar in performance - and therefore too slow for the development of this game.
- b. Developing native code can prove to be easier, as the Android development community is much larger than that of Phonegap developers, for example. The support is both more intensive and extensive for native platforms.

From this point on, the unified frameworks have been given up and a decision had to be made between iOS and Android development. Android was chosen.

### 7.3.2 Communication Protocols

A list of protocols have been proposed before beginning of this project:

- a. WebRTC - A protocol that is to be part of the HTML 5 standard. It will be based on the RTP(Reliable Transport Protocol), which is the base for VoIP protocols and is itself based on UDP. It promises to be a very fast standard protocol, appropriate for audio and video streaming and massive multiplayer games.(25) It is still in draft format and there are no official implementations for it. Implementing the protocol itself is outside the scope of this project.
- b. WebSockets - A protocol that is part of the HTML 5 standard. It is a low latency TCP-based protocol that promises to replace Http in several types of web applications.(26)
- c. TCP - One of the most intensely used two Internet transport protocols in digital communication today. It is designed for transmission reliability.(27)
- d. UDP - The other one of the most intensely used two Internet transport-level protocols in digital communication today.(28)
- e. RTP - The protocol on which VoIP and WebRTC are based. It is based on UDP and it is designed for real-time streaming of data.(29)

Further on, when the design of the application was in progress, all unreliable protocols have been discarded. TCP and Websockets were left in the discussion. Initially, the use Websockets for the client-server communication was planned. The reasoning behind it has two main arguments :

- a. Websockets is an HTML5 protocol currently presented in draft by the IETF. This protocol provides reliable two-way communication between a server and a client and manages various complex issues or network features that come above TCP. This future standard is developed to replace HTTP and add functionality for technical aspects that HTTP was not covering.

The reason for using Websockets for the client-server communication was that it promises to abstract a lot of protocol management issues, while offering speeds close to plain TCP. Also, for the game to run properly, UDP and its child protocols cannot be used - total reliability is required in the communication.

- b. Websockets communication can be implemented in NodeJS, which is a framework well suited for fast-paced message exchanges and which has been proven more scalable than, for example, Apache Tomcat.

As was decided to develop the server in NodeJS, the first choice was to use the Socket.IO Websocket plugin. For the client side, Autobahn for Android was chosen. The alternatives for Autobahn at that time were not free. After developing a basic Websockets client with Autobahn for Android, communication between the two was attempted. It did not work. After a search it was found out that the protocol draft version that Socket.IO is using is different than that used in Autobahn, and unlike Autobahn, Socket.IO uses an HTTP handshake for establishing the connection. The Websocket-Node and ws NodeJS libraries for Websocket communication were tried out afterwards. Neither were compatible with Autobahn for Android. Then, Autobahn for Python was tried shortly and an attempt to use Autobahn for Android in a Java project has failed. It was then decided to give up Websockets and start off with pure TCP. Because writing code in two different languages might be slower, the server has been written in Java.

### 7.3.3 Google Maps API V1

The first version of the app used Google Maps API V1. It has been chosen because it had the most community support and the author had absolutely no experience with Android development and the Google Maps API. Unfortunately, the Google Maps API and the Android Support Library cannot work together at the same time, because they need to subclass different Fragment classes. Therefore, this enforced the initial development to be done without the support library and therefore the application has initially supported only Android versions equal or higher than 3.0.

### 7.3.4 Map Overlays

The Google Maps V1 API supports the use of Overlay objects to draw on top of the map. Most tutorials found online make use of the so-called ItemizedOverlay, which enables easy integration of multiple location markers. Using this Overlay subclass was attempted, but given up. Here are the conclusions:

- a. The ItemizedOverlay uses features that we may call 'magic'. The ItemizedOverlay object uses an ArrayList for storing the map markers as OverlayItem objects. It also needs a function that gives it the size of the ArrayList and redraws them automatically. This was bad on both the organizational aspect of the development and that of performance. Not all markers have to be redrawn at the same time.
- b. The fact that the markers are redrawn automatically has proven difficult to work with. For starters, there is no control over the draw process. Then, the OverlayItem objects cannot be stored in another data structure, such as a HashMap - which is used in keeping track of the players in the game.
- c. Because of its design, the ItemizedOverlay is fast, but useless for the purpose of this app. It was chosen to replace it with a custom Overlay.

As a replacement for the ItemizedOverlay, work on how to create a custom Overlay that would fit the needs of the application was started. This has also permitted the dynamic change of the marker icons, according to the needs of the game mechanics and UI. Functionality was added for this particular feature.

A real challenge was to add proper onTap() functionality for the custom Overlay. The advantage of the already-given-up ItemizedOverlay was that it handled position marker touch events. The new, custom overlay had no such thing implemented. What was done was to get the pixel resolution of the screen, along with pixel density data from the system and consider a 0.2 inch radius around the center of the touch on the screen (this is what has been estimated to be a circle to describe the tip of an average human adult finger). That 0.2 inch radius in pixels has been translated in a radius, in meters, on the Google Map. All markers inside that radius were considered and the closest to the center of the touch was chosen. This made choosing a marker out of both crowded and loose situations relatively easy and natural. The tutorial for this will be added as an annex to the paper.

### **7.3.5 Google Maps API V2**

The use of the Google Maps API V1 ended when the absolute need to make the application compatible with Android version 2.3, the most widespread version - encompassing almost 50% of the devices in use at the point of change. The compatibility libraries require the use of a custom FragmentActivity and custom Fragment, FragmentManager, FragmentTransaction objects. The Google Maps V1 API requires a MapActivity to work. This comes into conflict with the FragmentActivity. In a fortunate turn of events, the change has been done when a total revamp of the game UI was also required.

### **7.3.6 Google Maps API V1 vs. V2**

The migration to V2 is very destructive and at first feels quite unnatural. The entire logic is changed. In V1, the map is rendered through a MapView object that can be manipulated in a more direct and intuitive manner - lower level access is both possible and needed. In contrast, the V2 map is accessed through a GoogleMap object, which is no longer subclassing View. Therefore, it cannot be manipulated in the same manner. Adding markers is done through the .addMarker() method of the GoogleMap object. The same applies to drawing circles. Now lists must be kept for all drawn objects, not for future redrawing, but for being able to remove or change them. The entire Fragment object, along with a lot of helper classes had to be rewritten completely. All methods helping out the onTouch event for the custom Overlay were not necessary anymore. Also many refresh workarounds were thrown away and in the process.

### **7.3.7 Android development**

It must also be mentioned that learning how to program in Android was done while developing. This was often a trial-and-error process, covered with the author's personal takes on the tutorials found mostly on forums and blogs.

## 8 Future work

This project has served as a proof of concept, a demonstration of the potential GPS-based Real Time Tactics games. It has proven to be enjoyable and easy to play for everybody who tried it.

During the development and testing of this application, requests and ideas have come up for future versions of the game. They will be presented in order:

- a. Icons will replace the names of all weapons and the professions of the players. A logo will be added and the menus will have suitable backgrounds. The current backgrounds are to be replaced.
- b. A further step in the development of the game would be to add RPG elements to it: The game mechanics will be modified to add elements of realism. Weapons will receive an optimum range attribute: Shotguns will be most effective in close range, rifles at longer range. Damage will be calculated based on range versus optimum range. 'Missing' a shot will become a factor in the game. Skills to use some weapons more effectively or to receive less damage will be subject of improvement. Health will also be subject of improvement. Two play modes will be added: casual and professional. In professional mode, players will be able to take the game to a further level and become competitive. They will be able to improve the damage dealt with weapons, if they used them a lot. The accuracy with certain types of weapons will be subject of improvement. In casual mode, all characters will be on the same level - thus allowing people to play, regardless of their daily implication in the game.
- c. Another aspect to the game will be adding an incentive for travel and discovery. Each player will be able to get temporary or permanent items by exploring the surroundings of his neighborhood or travelling to remote destinations.
- d. An MMO game will be developed, having this game and its variants as subgames. The concept is as follows: An application will be linked to a social network, such as Facebook. Players will be able to log into the application with their Facebook accounts. They will set up who can see them on the map and who they want to see themselves: only themselves, friends, friends of friends, etc. They will be able to interact with each other directly through the app and invite each other to play games, such as the one developed here. Details such as creating custom avatars will be provided through the application or through a website. A scoring system will be added and competitions will be held through the app - they will be advertised through Facebook events. Joining the event will ensure participation in the competition. Facebook statuses might be published by the app, if the player wants so: entering, winning or losing a game, retrieving items, various accomplishments can be subject of publishing as Facebook status updates.
- e. Quests will be ultimately added to various locations, if it is deemed reasonable. This is still subject to debate, as the quests will likely be location-dependent and the game experience will then vary greatly from country to country or even from city to city.

Other various technical modifications will be made to the game: In the first improvement iteration, Websockets will be implemented as communication protocol. Also, creating a server that would host a larger number of games is a priority (now the server can only host one game).

## 9 Conclusion

The purpose of this project has been one of exploring a gap within the conceptual construct of location-based mobile games, that of location-based Real Time Strategy games. Because no other implementation exists at the moment this thesis is written, this has been an exploration into the unknown, a search for a viable combination of gameplay elements that would bring enjoyment to the players and help kick-start the concept.

The exploration of ideas was carried throughout all genres of location-based games (from Adventure to Massively Multiplayer Online(MMO) games) and a bit further, among sports that predate the mobile phone itself. It has been noticed that, like video games(PC and console), most location-based games focus more on the story and immersion, than on social interaction and physical exercise. Although there is a significant number of location-based multiplayer games, their gameplay experience is largely solo and sedentary, with social interaction narrowed down to a limited number of in-game actions.

"People With Guns" has addressed these aspects of gameplay, by exploring Milgram's reality-virtuality continuum starting from a set target for the reality aspect - a game that would entice players to move and communicate directly - and adding virtuality in a suitable amount that would add to the game experience.

As the field testing has proven, the goal has been achieved: All the game testers have enjoyed it: a roughly fifty percent female - fifty percent male population, ranging from the age of 18 up to 27 have enjoyed playing and requested the opportunity to play again. This has set a foundation from which further development, testing and exploration can be done.

The application developed during this project has proven to be a socially engaging mobile game with the potential to be adopted by a broad spectrum of population, with or without technical skills or gaming background. As half of the population of game testers has been of non-gamers and they found it easy to get started and enjoy the game, we can safely say that "People With Guns" has been a success on this thread of exploration, too.

With "People With Guns" - now called "Gun Run" - a new niche has been created in the genre of location-based games. That is of location-based Real Time Strategy games.

# Appendices

## A Game and game platform websites

**ARIS Games:** <http://arisgames.org/>

ARIS Games is a framework for developing Adventure/Investigation games. Most applications of these games have been within the education area.

**Tourality** - <http://www.tourality.com/>

Tourality is a mobile application that allows people to play a number of racing games. Among them are single lap or multiple lap races, capture the flag races where players have to run towards a given marker on the map. The first one to reach the marker gets one point - and another marker is randomly generated elsewhere. This last race game has represented an important source of inspiration in the construction of the idea for the game developed on this project.

**Wherigo** - <http://www.wherigo.com/>

Just like ARIS, Wherigo is a toolset for creating Adventure/Investigation games.

**conTAGion** - <http://www.2clams.com/>

Contagion is a GPS-based zombie apocalypse Massively Multiplayer Online game in which the players are either in the role of zombies or humans, evading or attacking each other. The game can also be played in single player mode. A game has been attempted, but due to a difficult and buggy interface, it was not considered worthwhile.

**Shadow Cities** - <http://www.shadowcities.com/>

Shadow cities is an MMORPG(Massively Multiplayer Online Role Playing Game) in which the player is put in the role of a mage. The mechanics of the game tend to be similar to those of classical MMORPGs, but they now involve the map and the GPS. The player has to travel around physically in order to reach various areas where levelling may be done.

**SCVNGR** - <http://www.scvngr.com/>

SCVNGR is a social game that uses Google Places for checking in, creating or accepting various challenges already left by others at given places.

**Please Stay Calm** - <http://pleasestaycalm.com/>

Please Stay Calm is a single player GPS-based zombie apocalypse RPG game in which the player has to scavenge or fight zombies in various areas from the map.

**Parallel Mafia** - <http://www.parallelmafia.com/>

Parallel Mafia is a GPS-based MMORPG in which the player builds up his own mafia, cooperates with or fights others for territory. To this end, various tools are present in the game. The ultimate goal is capturing as much territory as possible.

**Parallel Kingdom** - <http://www.parallelkingdom.com/>

Parallel Kingdom is a conceptually identical game to Parallel Mafia - only that it is set in the middle ages.

**Tripventure** - <http://www.tripventure.net/tripventure/>

Tripventure is a platform on which several augmented reality adventure games are created. The special thing about these games is that they don't only use the GPS, but also the phone's camera - at given GPS positions, virtual characters must be sought and interacted with by looking at the phone screen and finding them with the camera.

**Warfinger GPS** - <http://www.warfingergps.com/>

Warfinger GPS is a casual game in which two teams fight within a given area, over an indefinite amounte of time. The interaction is rather turn based than real-time. This has been the biggest influence in the construction of the idea for this project - some of the virtual objects and some of the weapons presented in the game trailer have been redesigned for this project's game proposals.

**Totem** - <http://www.fit.fraunhofer.de/en/fb/cscw/projects/totem.html>

Totem is a versatile platform for mobile game authoring. Several games have been created using this platform. Among them are Tidy City, Portal Hunt and aMazing - which later conceptually appeared in Ingress.

**Portal Hunt** - <http://www.totem-games.org/?q=portalhunt>

**aMazing** - <http://www.totem-games.org/?q=aMazing>

**Ingress** - <http://www.ingress.com/>

Ingress is the much advertised MMORPG from Google. An invitation is required to play the game - therefore more information than what was presented in the trailer is not in the possession of the author of this paper:

[http://www.youtube.com/watch?feature=player\\_embedded&v=92rYjlxqypM](http://www.youtube.com/watch?feature=player_embedded&v=92rYjlxqypM)

**Mobile War** - <http://www.mobilewar.org/index.php/en/>

Mobile War is a GPS-based shooting game - the players use their phones to aim and 'shoot' each other in a classical Shooter game manner. This game has represented an important source of inspiration for this project. Unfortunately, it could not be played due to server errors.

**Mister X Mobile** - <http://qeevee.com/projects/misterx>

Mister X Mobile is one of the two mobile implementations for Ravensburger's Scotland Yard game. This one takes a real-time approach. The game mechanics and the use of various tools for catching 'Mr. X' have been an inspiration for the games proposed

**Mobilis XHunt** - <https://github.com/danielschuster/mobilis/wiki/Mobilis-XHunt>

Mobilis XHunt is the second implementation of Ravensburger's Scotland Yard game. This one takes a turn-based approach. This game has not directly influenced this project, the analysis(15) of real-time versus turn-based approaches in GPS-based mobile games that compares Mister X Mobile and Mobilis XHunt has.

**Own This World** - <http://www.ownthisworld.com/>

Own This World is a game in which the world map is split into a grid of 'territories'. People physically present in one of these 'territories' can fight for conquest. For this end, they use resources to create virtual troops and fight each other. The more territory is available to the player, the more resources he will receive - and therefore the easier he will conquer further territories. This game

has been the biggest source of inspiration for the proposal of the 'Territory Takeover' game that is to be added to this project as future work.

**MapAttack** - <http://mapattack.org/>

MapAttack is another territory capture game based on the Geoloqi platform. Unfortunately, the website is currently down. It can be otherwise found on GitHub: <https://github.com/geoloqi/MapAttack>

## B Game genre definitions

### **Real Time Strategy Game**

A type of video game in which players exercise strategy along the way, typically to conquer enemies and reach a final destination without being eradicated. For example, to win, players decide which routes to take, what needs to be done and how to do it.(32)

### **Real Time Tactics Game**

Real-time tactics or RTT is a subgenre of tactical wargames played in real-time simulating the considerations and circumstances of operational warfare and military tactics. It is differentiated from real-time strategy gameplay by the lack of resource micromanagement and base or unit building, as well as the greater importance of individual units and a focus on complex battlefield tactics.(32)

### **Massively Multiplayer Online Game**

A massively multiplayer online game (also called MMO) is a multiplayer video game which is capable of supporting hundreds or thousands of players simultaneously. By necessity, they are played on the Internet, and feature at least one persistent world.(32)

### **Adventure Game**

An adventure game is a computer-based game in which the player assumes the role of protagonist in an interactive story driven by exploration and puzzle-solving instead of physical challenge.[1] The genre's focus on story allows it to draw heavily from other narrative-based media such as literature and film, encompassing a wide variety of literary genres. Nearly all adventure games are designed for a single player, since this emphasis on story and character makes multi-player design difficult.(32)

### **Casual Game**

A casual game is a video game or online game targeted at or used by a mass audience of casual gamers. Casual games can have any type of gameplay, and fit in any genre. They are typically distinguished by their simple rules and lack of commitment required in contrast to more complex hardcore games.[1] They require no long-term time commitment or special skills to play.(32)

### **Racing Game**

One of the more common uses of the term racing game is to describe a genre of computer and video games. Racing games are either in the first or third person perspective. They may be based on anything from real-world racing leagues to entirely fantastical settings, and feature any type of land, air, or sea vehicles. In general, they can be distributed along a spectrum anywhere between hardcore simulations, and simpler arcade racing games.(32)

### **Shooter Game**

Shooter games are a subgenre of action game, which often test the player's speed and reaction time. Because shooters make up the majority of action games, it is a fairly wide subgenre. It includes many subgenres that have the commonality of focusing "on the actions of the avatar using some sort of weapon. Usually this weapon is a gun, or some other long-range weapon". A common resource found in many shooter games is ammunition. Most commonly, the purpose of a shooter game is to shoot opponents and proceed through missions without dying yourself.(32)

### **Turn Based Strategy Game**

A turn-based strategy (TBS) game is a strategy game (usually some type of wargame, especially a strategic-level wargame) where players take turns when playing. This is distinguished from real time strategy where all players play simultaneously.(32)

### **Location Based Game (Location-enabled Game)**

A location-based game (or location-enabled game) is one in which the game play somehow evolves and progresses via a player's location. Thus, location-based games almost always support some kind of localization technology, for example by using satellite positioning like GPS. "Urban gaming" or "Street Games" are typically multiplayer location-based games played out on city streets and built up urban environments.(32)

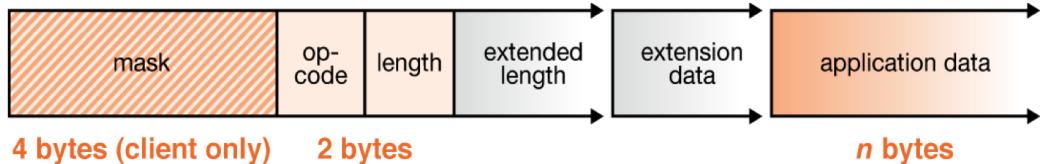


Figure 29: The Websocket frame

## C Websockets vs. TCP speed

Websocket is an HTML5 standard aiming at overcoming all the shortcomings of the already-old HTTP protocol in real-time client-server communication. It is a TCP-based protocol that uses an HTTP handshake - but that's where the commonalities stop. The main issue that WS(Websockets) addresses is that with HTTP, a server cannot send information to the client without being solicited. Also, WS connections can be kept open and thus bidirectional communication can be kept alive.

A thorough search for benchmarks for the latency of Websockets versus raw TCP has returned no result. Instead, several have been found of comparisons between Websockets and HTTP, Comet and Ajax. Interesting information is found on the [websocket.org](http://websocket.org) website and reproduced here:

Figure 29 shows the size overhead of a Websocket frame over raw TCP is 2bytes. Figure 30 shows the overhead(in bits per second) of HTTP Polling versus Websockets. We can notice that in both cases the scale is linear, but the factor is much smaller for Websockets.

After some further searching on the web, a forum answer(33) by the founder of Tavendo, which develops Autobahn - A well-known set of Websocket libraries for Javascript, Python and Android:

On a LAN, you can get Round-trip times for messages over WebSocket of 200 microseconds (from browser JS to WebSocket server and back), which is similar to raw ICMP pings. On MAN, it's around 10ms, WAN (over residential ADSL to server in same country) around 30ms, and so on up to around 120-200ms via 3.5G. The point is: WebSocket does add virtually no latency to the one you will get anyway, based on the network.

The wire level overhead of WebSocket (compared to raw TCP) is between 2 octets (unmasked payload of length  $\geq 126$  octets) and 14 octets (masked payload of length  $\geq 64k$ ) per message (the former numbers assume the message is not fragmented into multiple WebSocket frames). Very low.

More so: with a WebSocket implementation capable of streaming processing, you can (after the initial WebSocket handshake), start a single WebSocket message and frame in each direction and then send up to 2<sup>63</sup> octets with no overhead at all. Essentially this renders WebSocket a fancy prelude for raw TCP. Caveat: intermediaries may fragment the traffic at their own decision. However, if you run WSS (that is secure WS = TLS), no intermediaries can interfere, and there you are: raw TCP, with a HTTP compatible prelude (WS handshake).

This answer deems Websockets a fast protocol, appropriate for fast-paced games such as the one described in this paper.

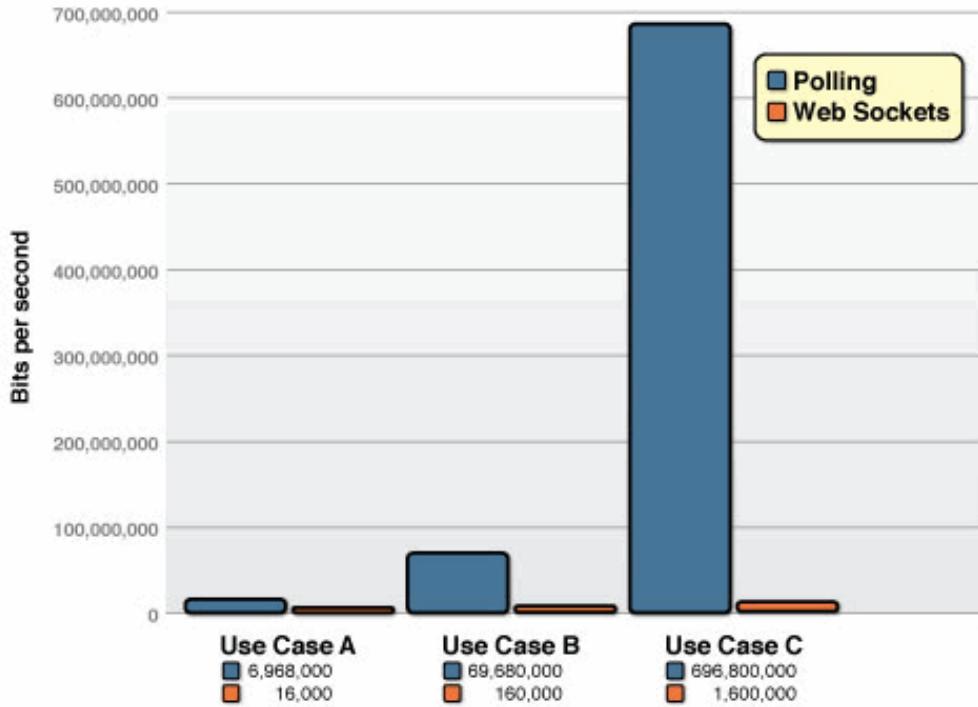


Figure 30: Websocket vs. HTTP Polling

Moreover, Websockets is designed with security standards and easy development in mind. It has built - in connection management mechanisms that would easily fit further development of this application. It would be basically eliminating potential huge amounts of planning and development overhead induced by starting a proprietary implementation on top of TCP.

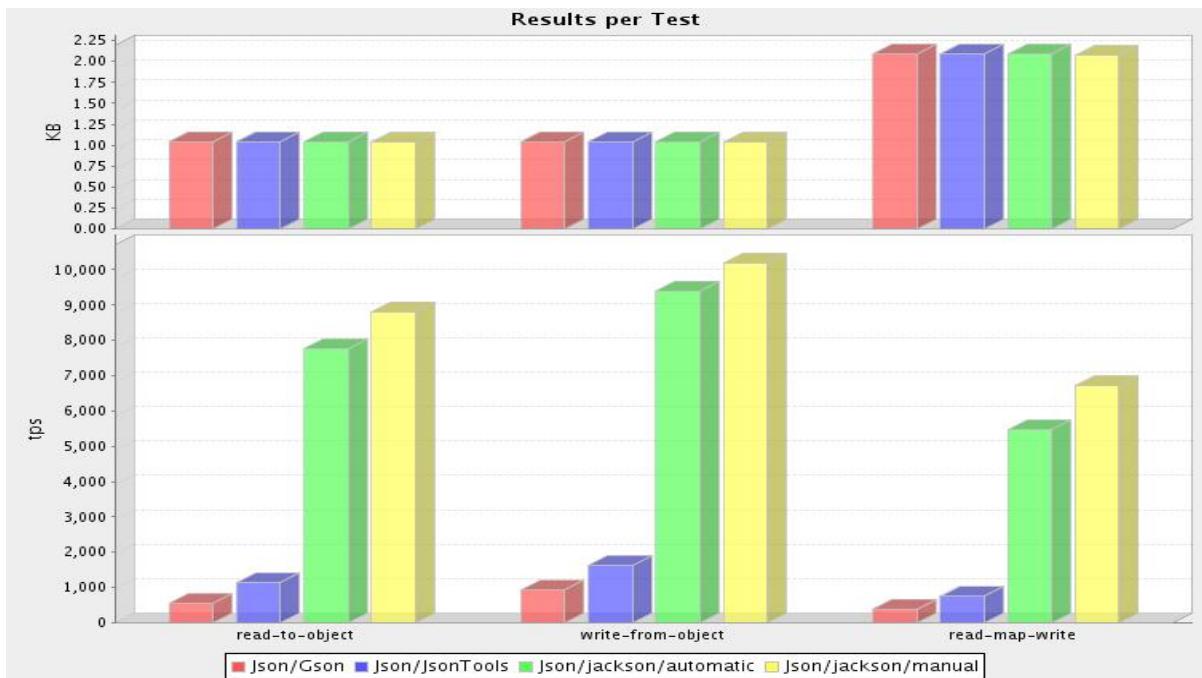


Figure 31: Jackson vs. Google-gson vs. BerliOS (<http://www.cowtowncoder.com/perf/json-bind-2009-09-23/testcase0.jpg>)

## D Jackson vs. Gson

When a choice had to be made for the JSON parsing library for this project, two libraries came to mind: Jackson and GSON.

Jackson is a project started in 2008 by Tatu Saloranta and Paul Brown. It has gained popularity for its features and fast serialization and deserialization times.

GSON is a project started in 2008 by Google. It has always been in direct competition both for features and speed with Jackson.

Some searches have been made for benchmarks for the two libraries. A few blogs(34) (35) (36) and the wiki entries for a few benchmarking tools(37) (38) have been used as guidelines. The author has also tried out and weighted his subjective opinion on the use of both libraries for simple serializing and deserializing of JSON messages. The conclusions are as follows:

- a. **Features** - Although for the specific needs of this project, advanced features were not necessary, this criteria has been considered. A six part article on the blog [programmer-bruce.blogspot.de](http://programmer-bruce.blogspot.de) compares the features of GSON and Jackson and deems Jackson the better library.
- b. **Speed** - A test done in 2009 by Tatu Saloranta on his blog [http://www.cowtowncoder.com/blog/archives/2009/09/entry\\_326.html](http://www.cowtowncoder.com/blog/archives/2009/09/entry_326.html), one of the two who started the Jackson project, deemed it much faster than GSON, as seen in Figure31. 'Tp's' is

number of documents read, written, or read-modify-written per second

Another test has been done and published in a wiki entry of json-benchmark, in 2011. Android's Dalvik's ParseBenchmark.java has been used to benchmark the libraries. The results yielded have been:

TWEETS		
api	run	ms linear runtime %
ANDROID_STREAM	B	28.8 ====== 207%
JACKSON_STREAM	B	13.9 ===== 100%
GSON_STREAM	B	33.1 ====== 238%
ORG_JSON	B	36.2 ====== 260%
JSON_MINI	B	50.0 ====== 360%
READER_SHORT		
api	run	ms linear runtime %
ANDROID_STREAM	B	6.78 ====== 177%
JACKSON_STREAM	B	3.82 ===== 100%
GSON_STREAM	B	7.07 ====== 185%
ORG_JSON	B	7.61 ====== 199%
JSON_MINI	B	12.49 ====== 327%
READER_LONG		
api	run	ms linear runtime %
ANDROID_STREAM	B	69.6 ====== 254%
JACKSON_STREAM	B	27.4 ===== 100%
GSON_STREAM	B	68.1 ====== 248%
ORG_JSON	B	68.9 ====== 251%
JSON_MINI	B	95.0 ====== 347%

- <https://code.google.com/p/json-benchmark/wiki/AndroidBenchmarks>

A third test done in 2012 has been found on [blog.novoj.net](http://blog.novoj.net), where a multitude of libraries including Jackson 2.0.4 and GSON 2.1 were tested. This test also deems Jackson as faster at serializing/deserializing, as seen in Figure32.

A fourth test over several features of multiple JSON libraries, found in a wiki entry of jvm-serializers that has been last updated in 2013, also deems Jackson the fastest.

- c. **Personal choice** Both Jackson and GSON have been tried out before choosing one. Jackson has been preferred for it's ease of use and the fact that it offers the ObjectMapper, which gives straightforward functionality to 'peel' layers from the JSON into Java HashMaps. GSON only allows the use of POJOs. For a project where changes have occurred often, like the one documented in this paper, Jackson was preferred.

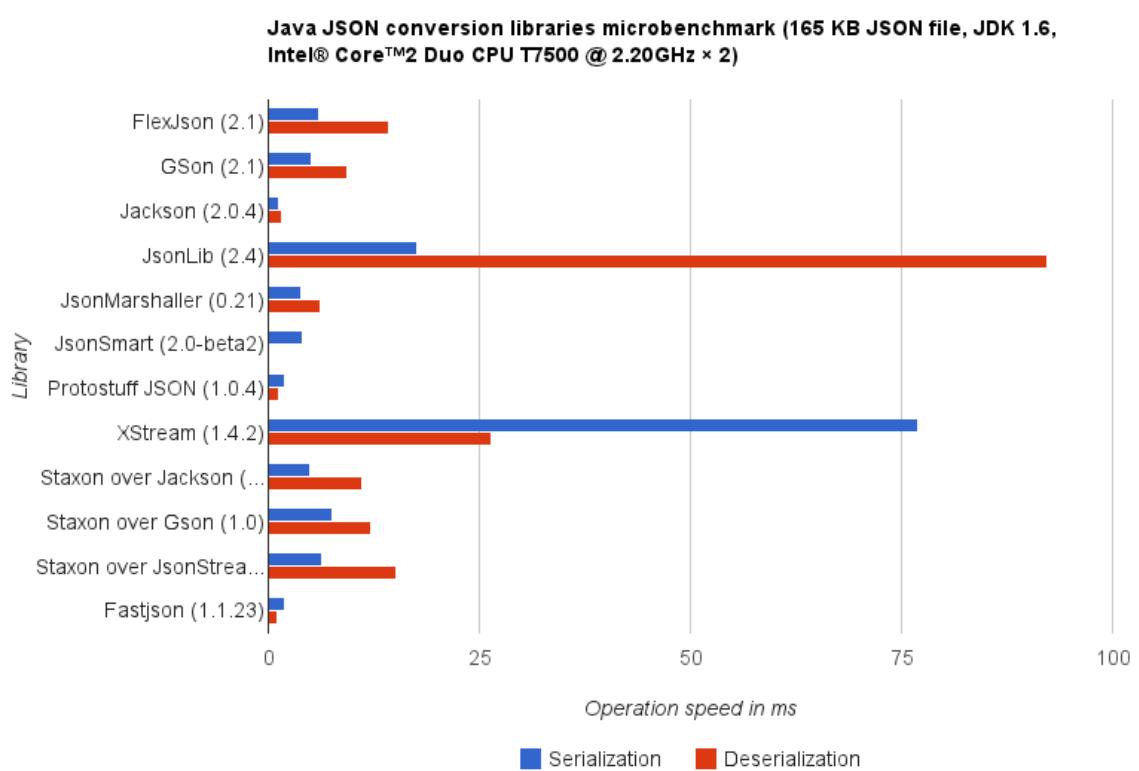


Figure 32: Jackson vs GSON in a comparison over multiple libraries (<http://blog.novoj.net/2012/02/05/json-java-parsers-generators-microbenchmark/>)

## E Overlay tutorial

This tutorial is for use with Google Maps V1 API. Recently, the Maps V1 API has been deprecated and replaced with V2. Still, some who still have acquired keys before the change can still use them until they expire. Otherwise, it may be useful in other similar scenarios, where onTap functionality has to be custom made.

```
private UUID getClosestPlayerUUIDWithinTapRadius(GeoPoint geoPoint,
    Double newTouchRadius){

    double touchRadius = 0.2; //expressed in inches

    if(newTouchRadius != null) touchRadius = newTouchRadius;

    double maximumAcceptedDistance =
        calculateMaximumAcceptedDistance(touchRadius);

    Point touchScreenPoint =
        MapUtils.convertGeoPointToScreenPoint(geoPoint, mapView);

    //get the closest point UUID and the closest distance
    UUID closestPointUUID = null;
    double closestPointDistance = Double.MAX_VALUE;

    Iterator<UUID> iter = drawnPoints.entrySet().iterator();
    while(iter.hasNext()){
        Entry<UUID, Point> entry = (Entry<UUID, Point>) iter.next();

        UUID uuid = entry.getKey();
        Point point = entry.getValue();

        double distance =
            MapUtils.getDistanceBetweenPoints(point, touchScreenPoint);

        if(distance < closestPointDistance){
            closestPointDistance = distance;
            closestPointUUID = uuid;
        }
    }

    if(touchRadius == Double.MAX_VALUE)
        return closestPointUUID;

    else if(closestPointDistance <= maximumAcceptedDistance){
        return closestPointUUID;
    }

    return null;
}
```

## F Countdown buttons Tutorial

This tutorial is for adding dynamic countdowns for the elements in a Spinner object. In the particular case of this application, the countdown is activated based when the 'Shoot' button is pressed.

- a. Somewhere in the code, a ThreadPoolExecutor has to be created:

```
private static final BlockingQueue<Runnable> workQueue =
new LinkedBlockingQueue<Runnable>(10);
ThreadPoolExecutor executor =
new ThreadPoolExecutor(3, 10, 3, TimeUnit.SECONDS, workQueue);
```

- b. Then, we define the class that implements Runnable. We will call it WeaponReportingTask:

```
public class WeaponReportingTask extends AsyncTask<Weapon, Integer, Integer> {

    private boolean hasFinished = true;

    ArrayList<String> weaponsArray = null;
    ArrayAdapter<String> dataAdapter = null;
    int selectedIndex = 0;
    String initialWeaponName = "";

    public WeaponReportingTask(
        ArrayList<String> newWeaponsArray,
        ArrayAdapter<String> newDataAdapter,
        int newSelectedIndex
    ){
        super();

        hasFinished = true;

        weaponsArray = newWeaponsArray;
        dataAdapter = newDataAdapter;
        selectedIndex = newSelectedIndex;

        initialWeaponName = weaponsArray.get(selectedIndex);
    }

    @Override
    protected Integer doInBackground(Weapon... params) {

        hasFinished = false;

        Weapon weapon = params[0];
        if(weapon.getLastUsed() == null)
            return 0;
```

```

        int secondsElapsed =
        (int) MapUtils.getTimeDelta(weapon.getLastUsed(), true);

        while(secondsElapsed <= weapon.cooldown){

            publishProgress(weapon.cooldown - secondsElapsed);

            try {
                Thread.sleep(200);
            } catch (InterruptedException e) {
                // TODO Auto-generated catch block
                e.printStackTrace();
            }

            secondsElapsed =
            (int) MapUtils.getTimeDelta(weapon.getLastUsed(), true);
        }

        return 1;
    }

    protected synchronized void onProgressUpdate(Integer... progress) {

        if(progress != null)
        weaponsArray.set(
        selectedIndex,
        initialWeaponName+" ("+progress[0].toString()+" )"
        );

        else
        weaponsArray.set(
        selectedIndex,
        initialWeaponName
        );

        dataAdapter.notifyDataSetChanged();
    }

    @Override
    protected void onPostExecute(Integer result) {
        weaponsArray.set(selectedIndex, initialWeaponName);
        dataAdapter.notifyDataSetChanged();
        super.onPostExecute(result);

        hasFinished = true;
    }
}

```

```

@Override
protected void onCancelled() {
    weaponsArray.set(selectedIndex, initialWeaponName);
    dataAdapter.notifyDataSetChanged();
    super.onCancelled();

    hasFinished = true;
}

public boolean hasFinished() {
    return hasFinished;
}
}

```

c. And then, on 'Shoot', we launch it:

```

WeaponReportingTask cooldownTimer =
new WeaponReportingTask(
weapons,
(ArrayAdapter<String>)weaponSpinner.getAdapter(),
currentWeaponIndex
);
cooldownTimer.executeOnExecutor(
executor,
currentWeapon //this object is used in the WeaponReportingTask only
//for the cooldown time specific to the Weapon object.
);

```

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