

MunichHunt

A location based multiplayer game

SEP – Final Presentation
Mathias Kellerer

Supervised by
Björn Schwerdtfeger, (Simon Nestler)

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Department of Informatics | Technische Universität München

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MunichHunt

- Based on Scotland Yard
- Playground Munich
- Set of game rules
- MVV subnet
- Requirements



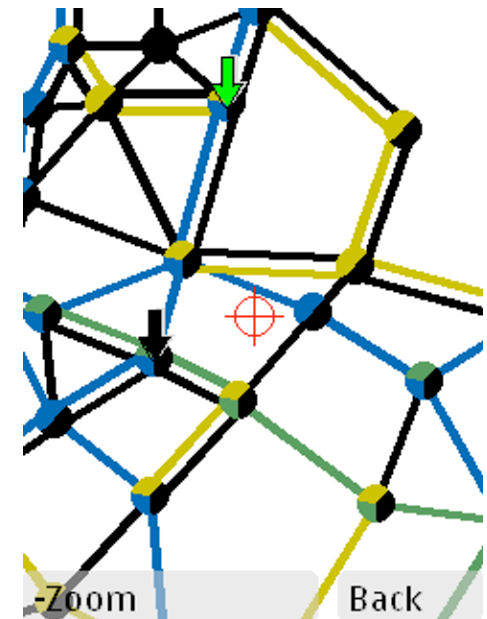
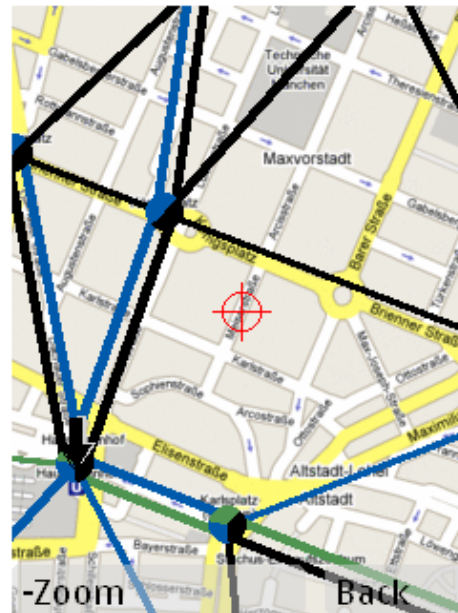
History

- Use case developing
- Implementation of
 - Client application
 - Server application
- Several application tests
- Publication (video)

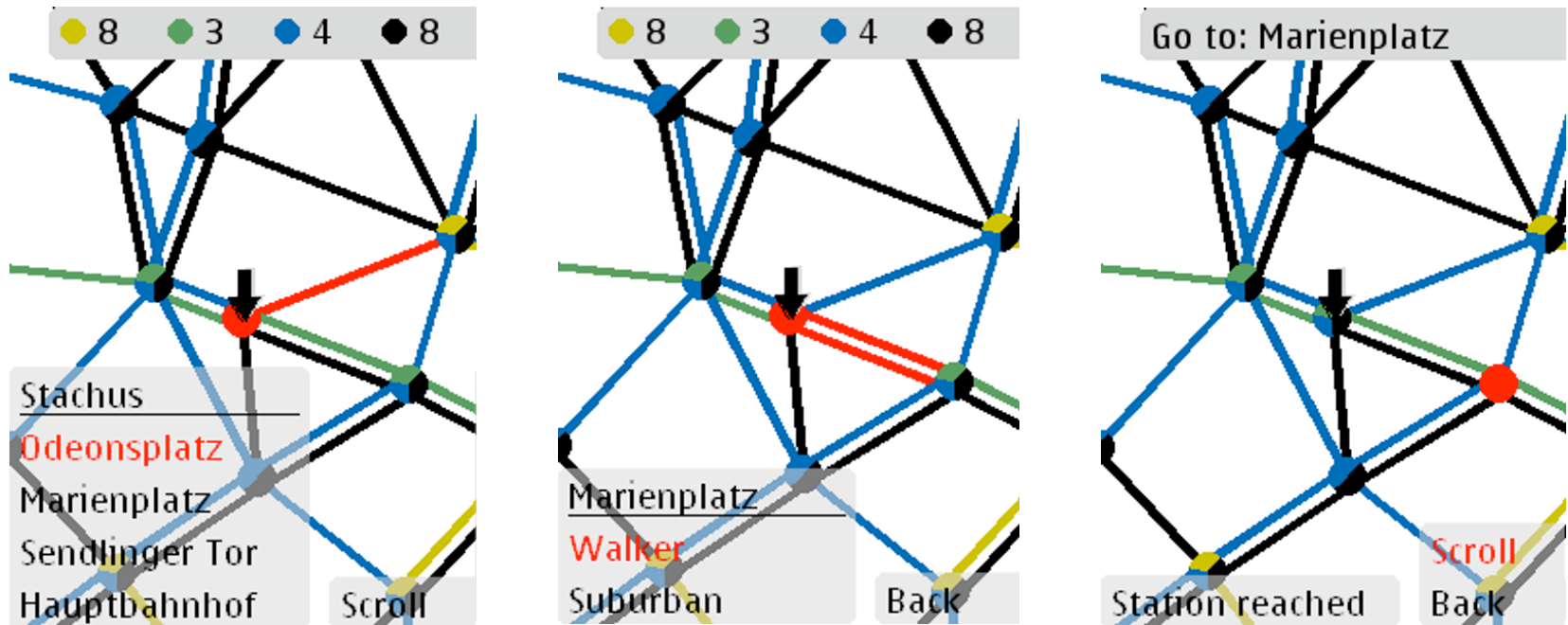


Client application

- Gameboard implementation
- User Interface
- Communication
- Tracking

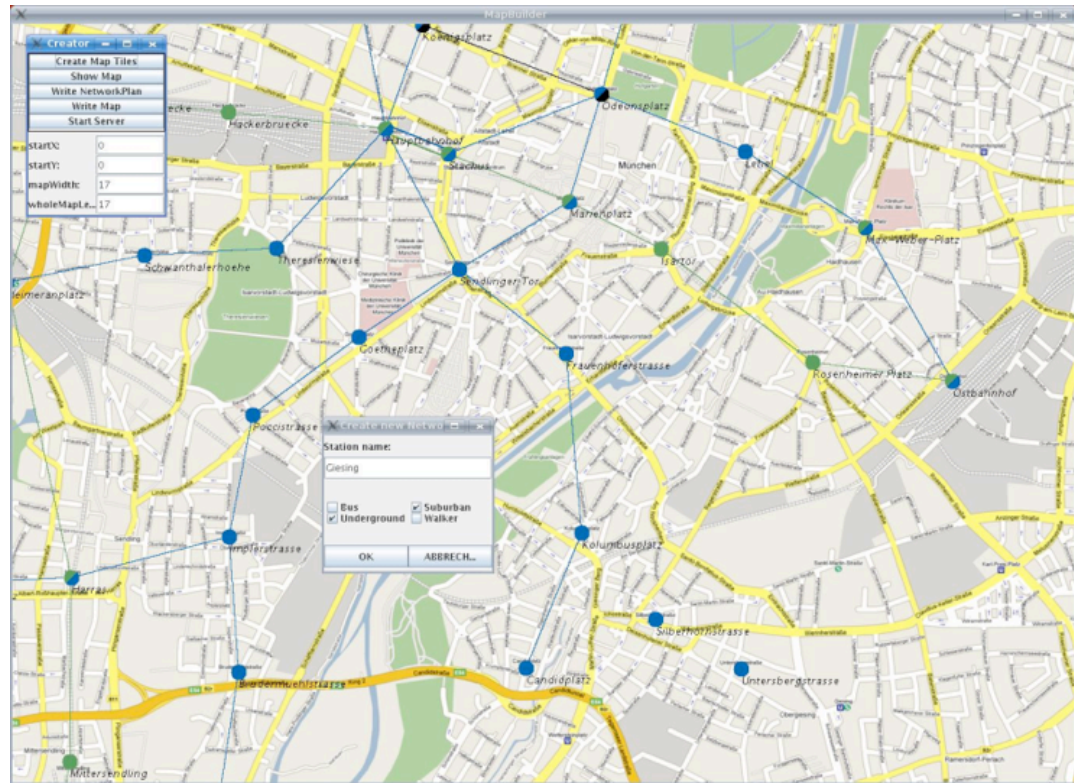


Client application



Server application

- Java application
- Sync partner
- Game rules
- Map editor
- Game spectator



Test sessions

- Several small tests
 - Bug finding and fixing

- Two test sessions
 - Up to 6 players
 - Duration: 90 minutes
 - Finally Mr. X has been caught

 - First session:
 - Heavy use of subway

 - Second session:
 - Split up in three small sessions

Player feedbacks / Improvements

- Balancing
- Automatic tracking
- Communication
- Player distribution

Any questions?