MunichHunt
A location based multiplayer game

SEP – Final Presentation
Mathias Kellerer

Supervised by
Björn Schwerdtfeger, (Simon Nestler)

November 23, 2007
Department of Informatics | Technische Universität München
Table of contents

- MunichHunt
- History
- Application
- Test sessions
- Feedback / Improvements
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?