#### **Presentation Sprint 3**





### **Reminder: Application Scenario**

- Implement Pac-Man for Google Maps
- Location-based game
- Single-player



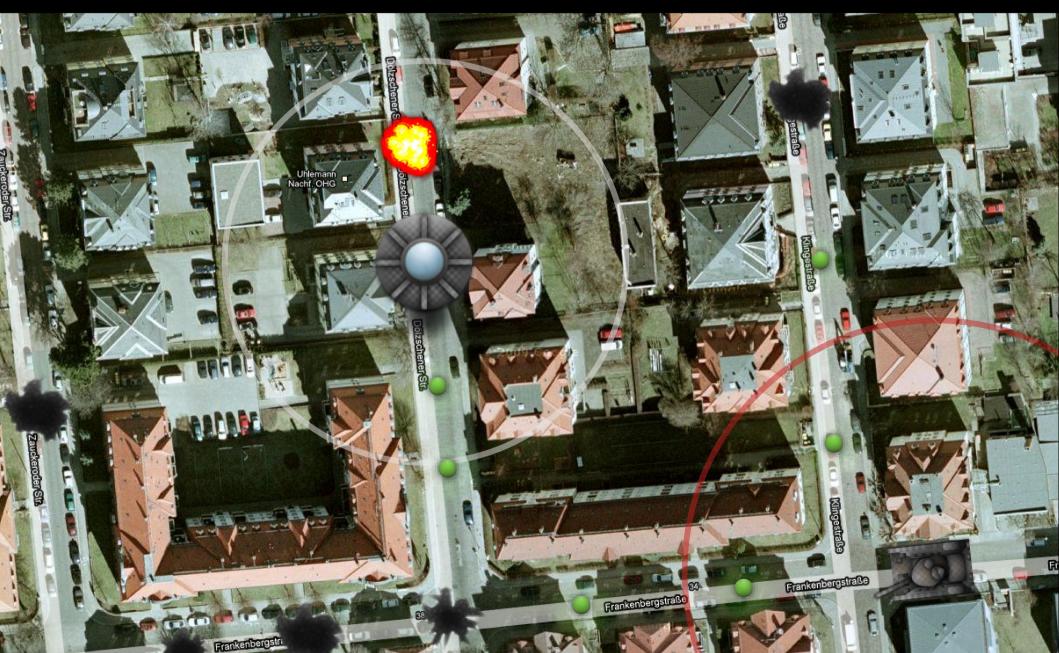
#### Screenshots





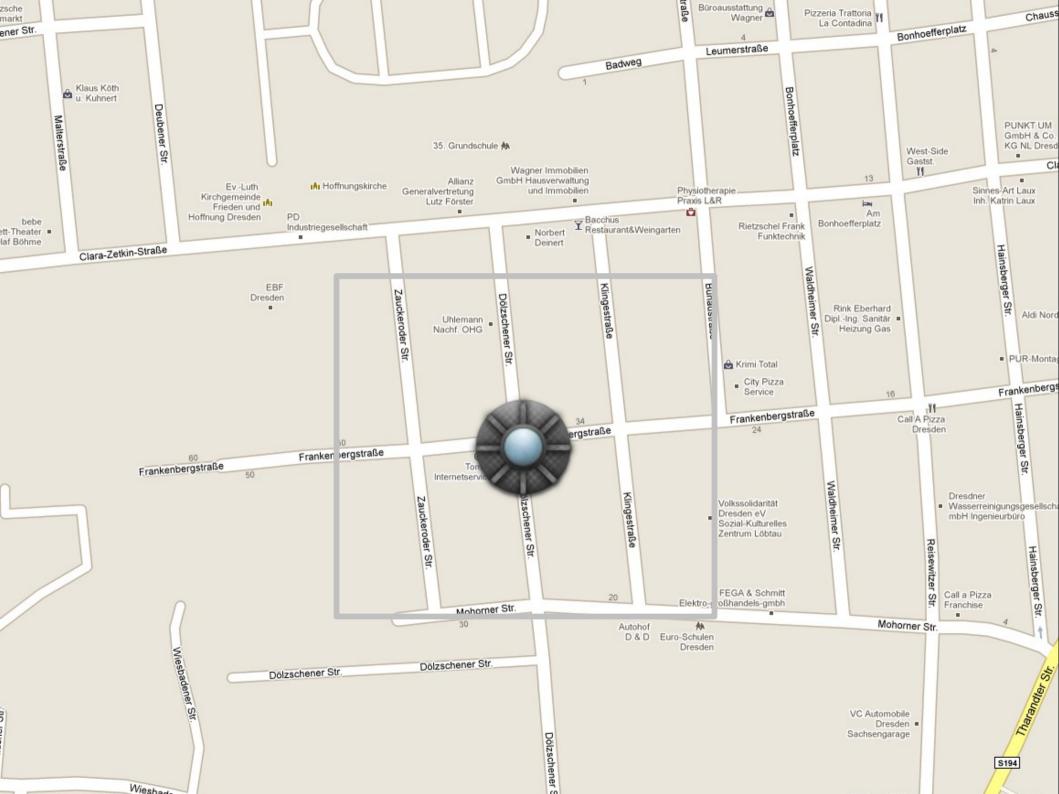


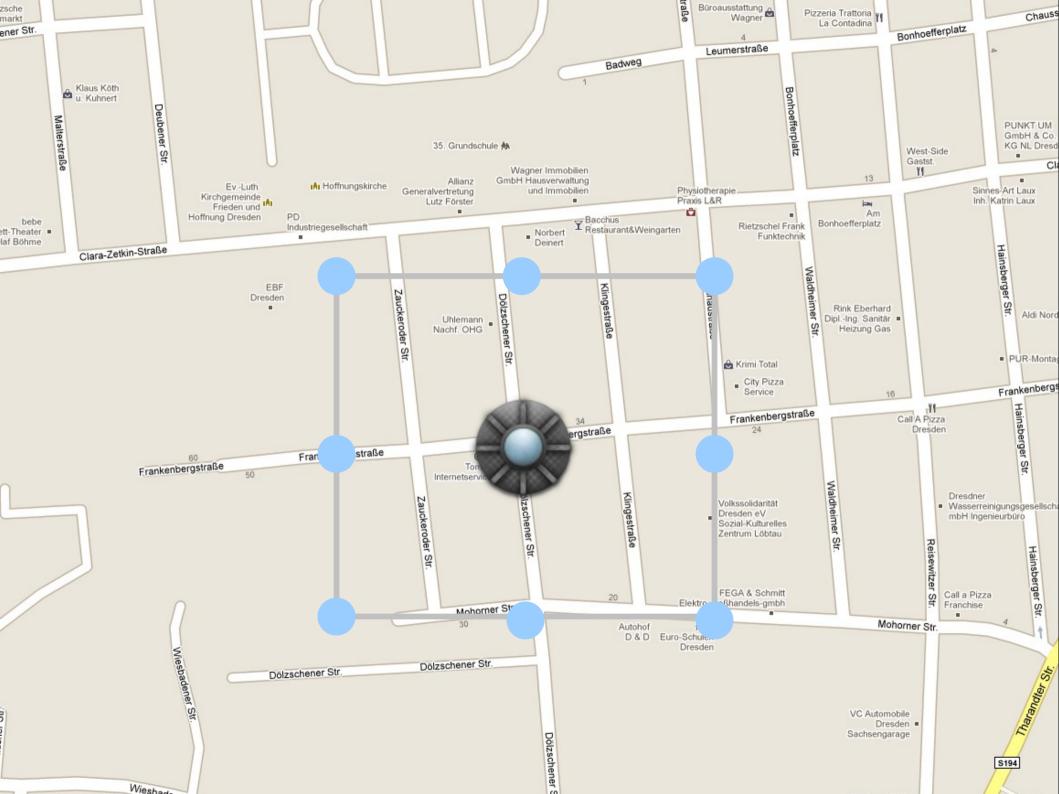
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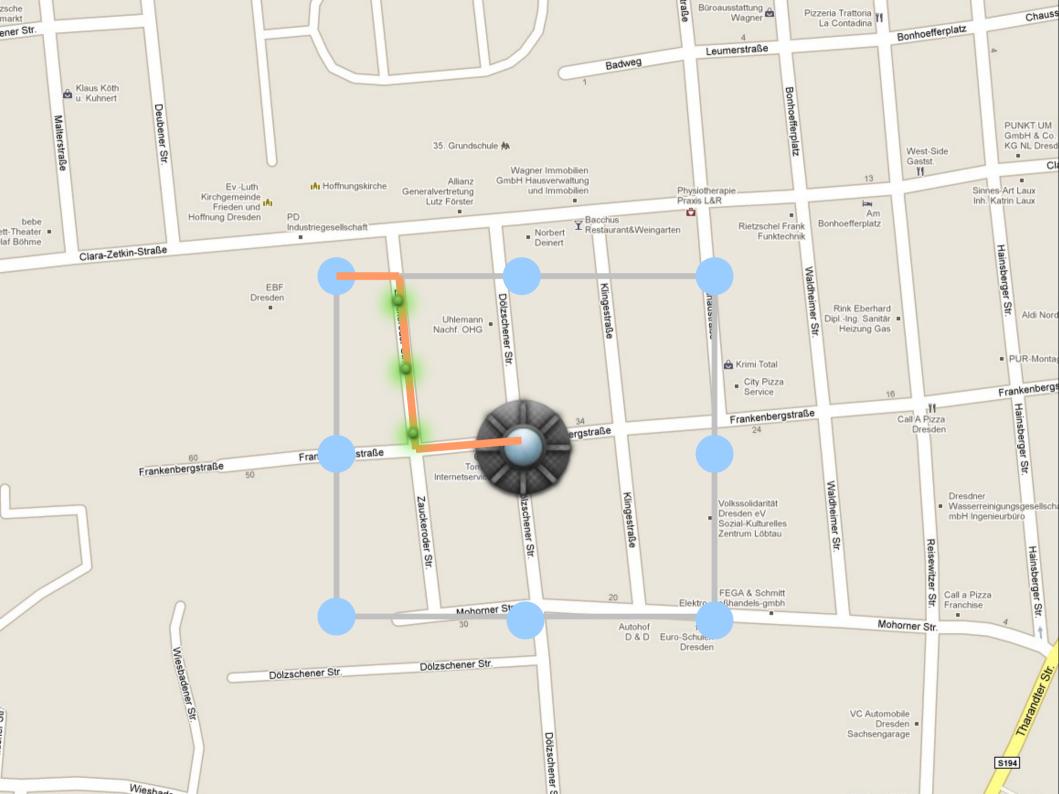


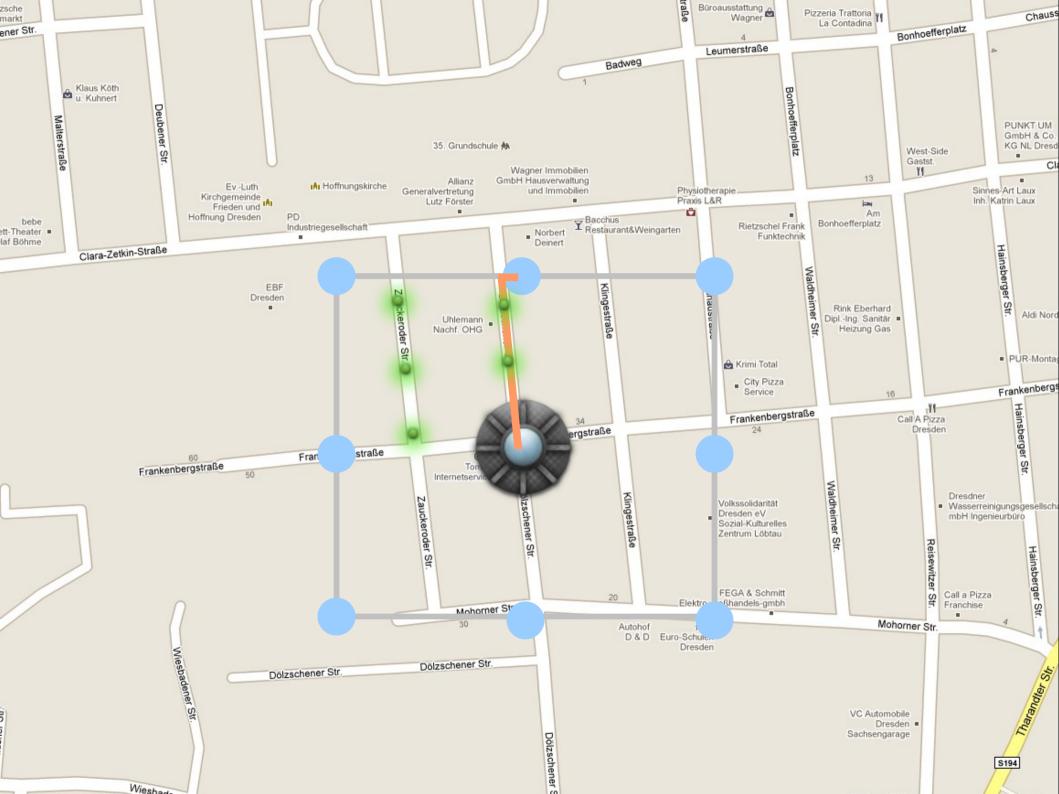
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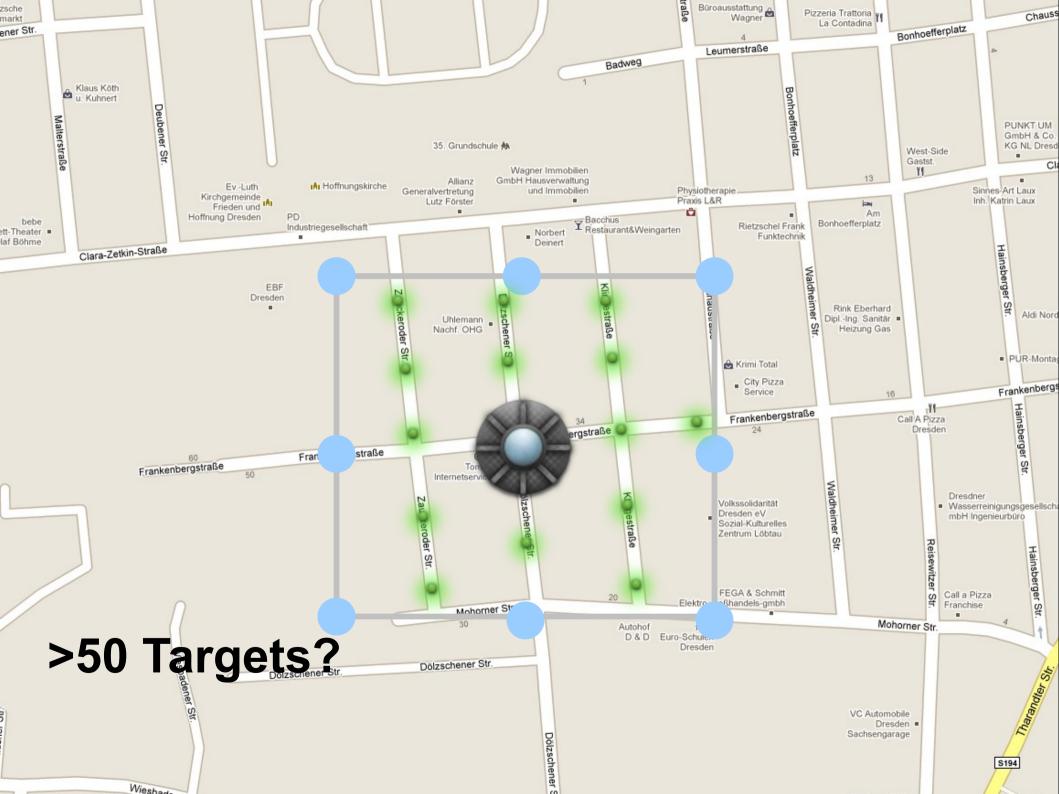


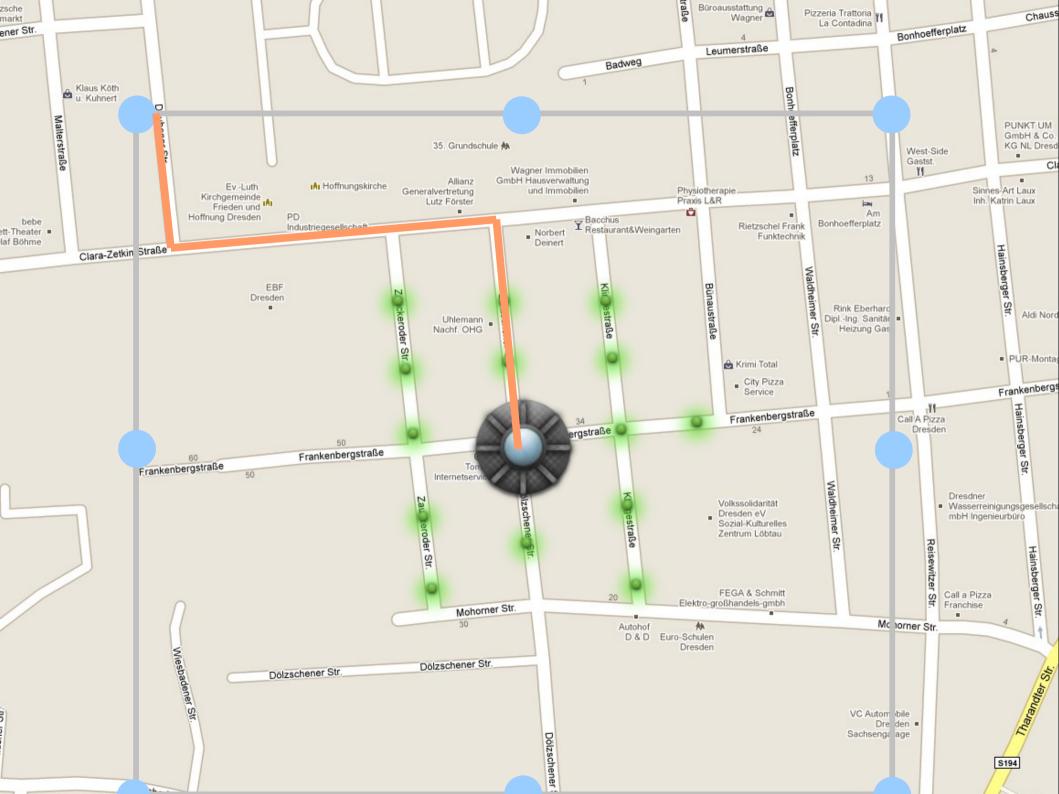


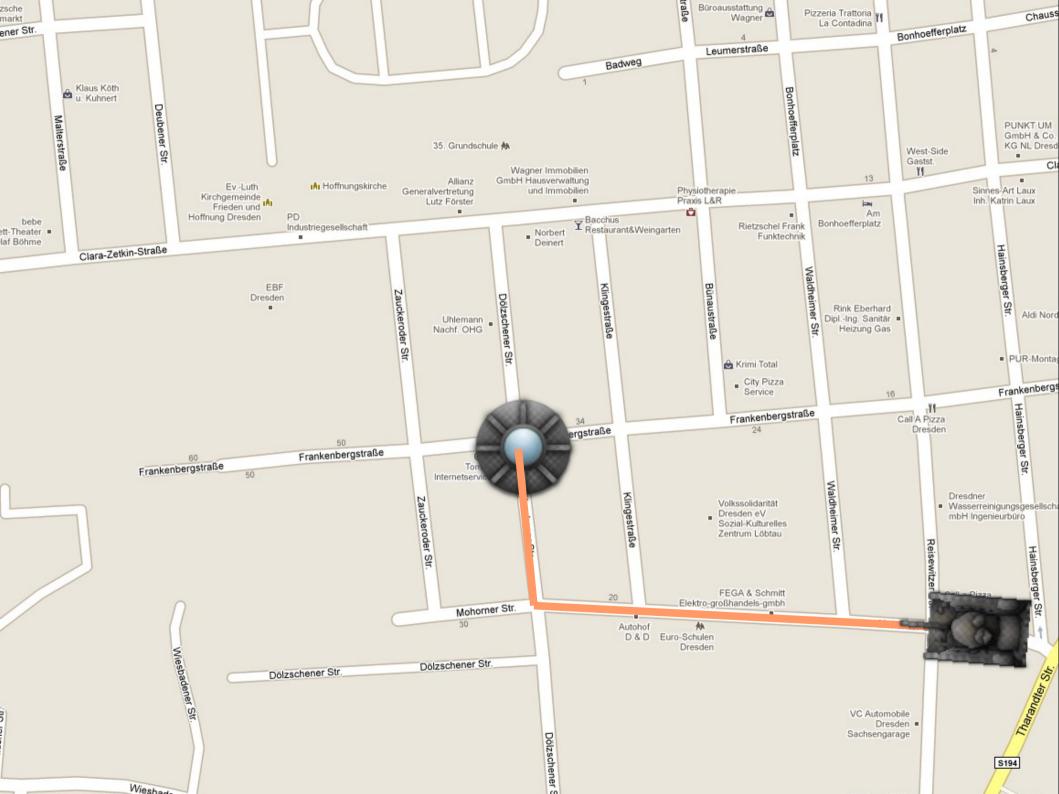












Video

### Summary

- Animation framework doesn't work on maps
- Testing of location based services in emulator is very difficult