

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

PacMap First Presentation

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Application Scenario

- Location-based game
- Single-player
- Goal is to collect the dots
- Ghosts chase the player





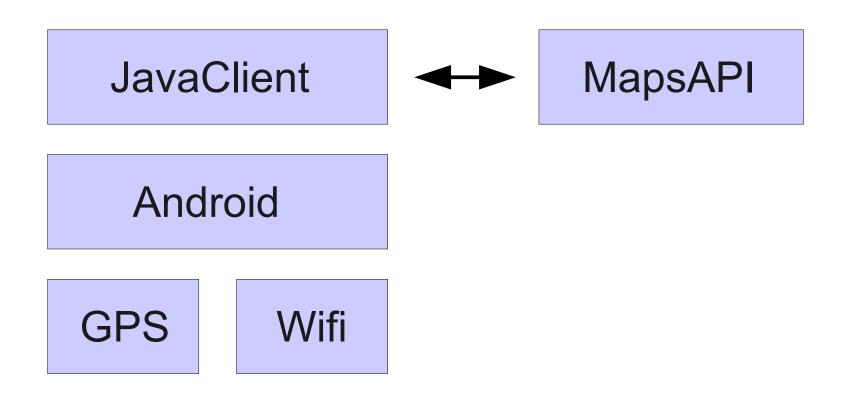
- Android >1.6 (5)
- Java
- GoogleMaps API
- GPS



Challenges

- Ghosts should move on streets towards the player
- Dots should only be placed on locations reachable by the player (not in buildings etc.)
- Change the look of the map to a Pacman-like style
- GPS drains battery







- 29.10.2010 Mockup, Draft
- 17.12.2010 Milestone 1 Prototype
- 28.01.2010 Milestone 2 Version 1.0

