

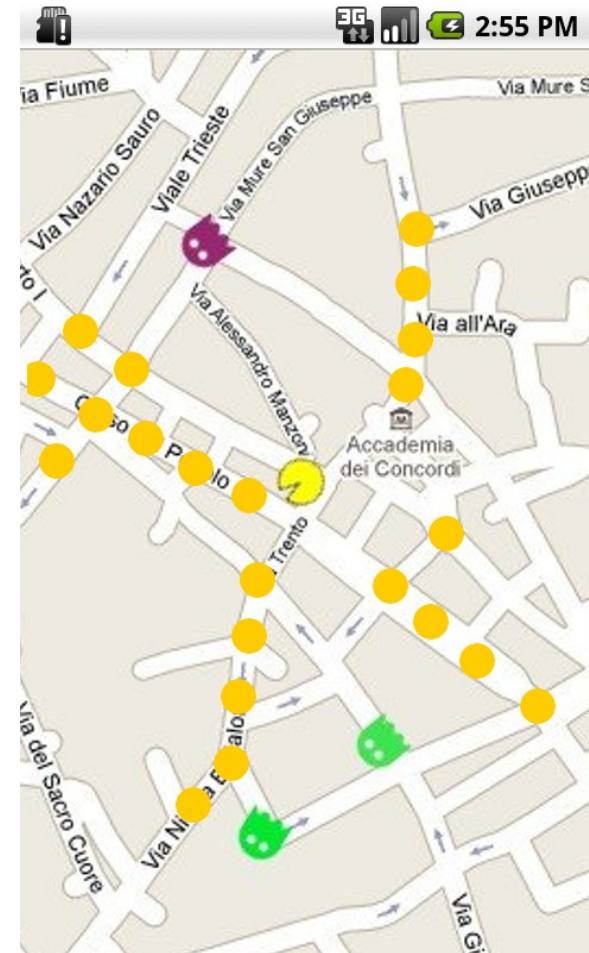


Application Development for Mobile and Ubiquitous Computing

PacMap First Presentation

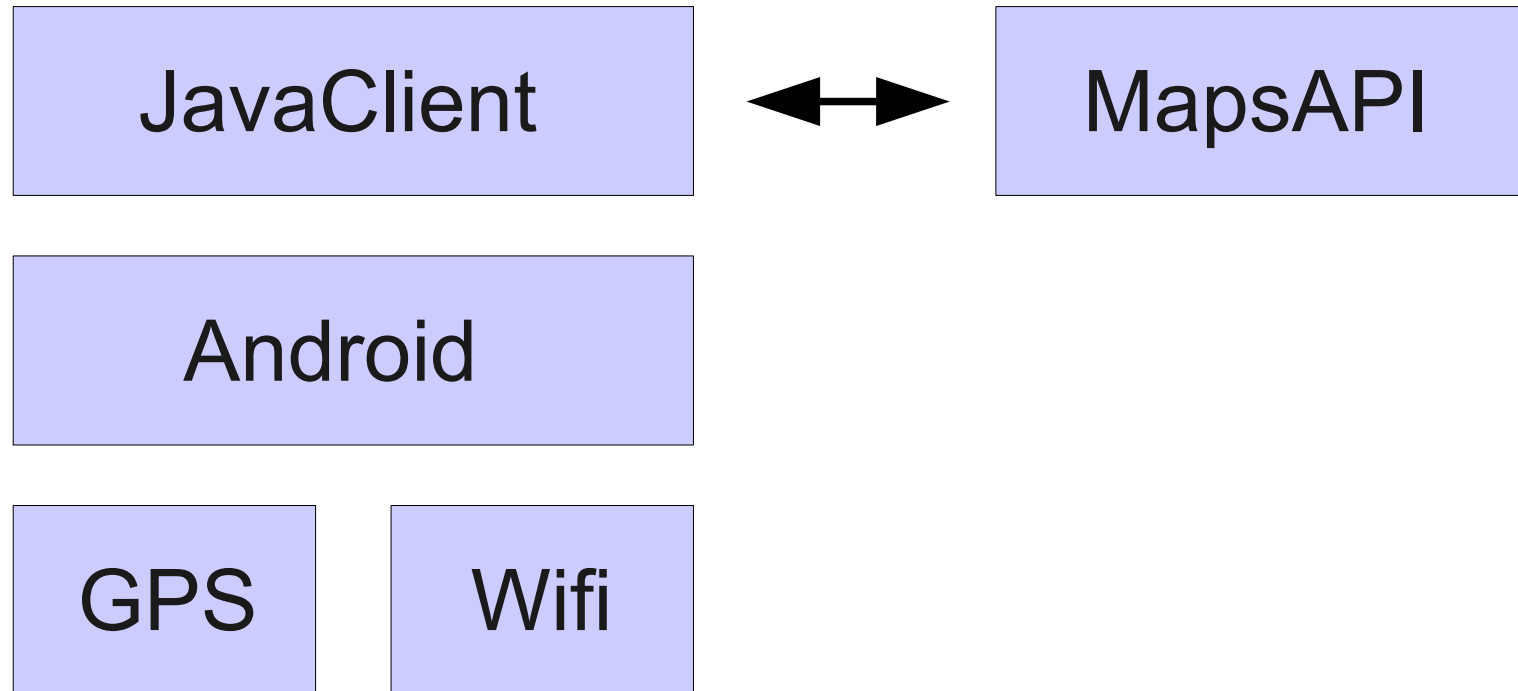
Team: Stefan Wagner, Tino Helmig

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



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

- 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

