B Pour G

(Group B spelled wrong backwards)

by

Johnny Hwang
Saung Li
Shendy Kurnia
Raymond Young
Overall Problem

► New Student: “Where’s That!?"
► Efficient traversal of campus == nil
Online Maps :

➥ The Google: no campus info for peds

Omg! Where’s the buildings?!
Overview

► UC Berkeley Mapping system
► Provides data for efficient campus traversal
► We need an initial data set to work with

Solution:
► Games to traverse and get to know campus
► We’ll collect data during game play
Target User Group

- Prospective students, freshmen, transfer students
- New to campus but want to explore and learn more about it
- Familiar with mobile phones that use GPS
Tasks

- Starting a Scavenger Hunt (easy) – select a scavenger hunt, read objectives, open scav hunt menu
- Find Shortest Path (medium) – choose destination, go there via shortest route
- Completing Scavenger Hunt (hard) – find the answers to the clues
Demo
Unimplemented

► Saving between sessions
► Pre-canned rankings
► Extra features/ideas from previous iterations
► *Wizard of Oz*: GPS (player doesn’t actually control the figure, GPS device does)
Final Design Evolution

- Objectives appear when scav hunt begins
- Dotted red path for suggested and blue path for actual route taken
Game-speak: “Sorry, that is not one of the clues” instead of “Incorrect location tagged”
“Set Destination” → “Find Shortest Path”
“Eureka!” → “I Found It!”
Final Design Evolution

- Point and distance system complete
- List of remaining clues shown when a clue is found
- Help button, text, notifications
- Zoom in/zoom out
- Way to end Find Shortest Path
- 3D map
Final Design Evolution

- Blue box showing distance and # of clues: feedback for game modes
- High scores

no blue box (less feedback) ➔
Summary

► That’s our game!
► Help students become familiar via fun games and exercise
► Collect data for system