Interaction Design

DECO1200
Assignment 2

Design a location-based game set in the University of Sydney.
- The game should make use of mobile devices, e.g. mobile phones, GPS devices, PDAs, etc.

Work in groups of 3-4 people.
Research

Start by doing some research into existing location-based mobile games
e.g. Pac-Manhattan

List of Location-Based Mobile Games
Implementation

You do not have to implement the game but you should be able to describe it in detail e.g. the technology that the game will run on

Create a website to describe your game with details of how to play

You should create the website in one of your team’s web directories and upload an archive of the website to the Assignment3 dropbox before the final deadline.
Assessment

Research (20%)
   Research the problem, research the technology, research the players, research other location-based games

Documentation (40%)
   Create a web page to document your game, including the rules of the game

Presentation (20%)
   Present your work as if you were presenting it to a group of people interested in playing your game

Originality (20%)
   Do something different from existing location-based games, e.g. take inspiration from other game genres.
Plan

1 pm Friday, 1 September
Preliminary ideas / conceptual designs

10 am Friday, 15 September
Presentation slides for lab @ 11 am

2 pm Tuesday, 19 September
Final documentation website