

fun in numb3rs

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A platform for developing mobile, locative and collaborative distributed games that rely upon pervasive adaptation.

<http://finn.cti.gr>



- Supports games that require near real-time response to specific aspects of the game (e.g., sport games).
- Offers location oriented services for games where players need to visit specific places (e.g., treasure-hunts).
- Enables the development of services that can augment the physical reality (e.g., via Google Earth).
- Allows games to be played by devices that are not always connected to the Internet (e.g. delay-tolerant games).

Each game is controlled by an Engine peer. They are part of the heterogeneous AEOLUS overlay computer platform – all interconnected via Internet – and are able to provide game specific services through it.

The World peer is a central peer that provides access to global game data via the Web. It communicates asynchronously with the Engine peers for increased scalability.

Each player carries a wireless sensing device that executes a software component (called the player peer). Players interact with each other and their surrounding environment by moving, running and gesturing as means to perform game related actions, using small programmable object Technologies (SPOT).

The platform may use mobile phones with certain sensors installed.



Moving Monk Game

"Past. Present. Future."

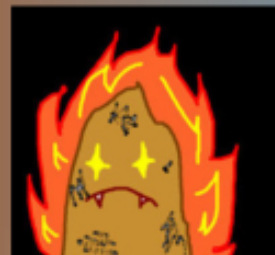


Each player is a "Monk" moving continuously amongst a predefined set of chambers/temples.

The goal of each player is to visit all of the temples as fast as possible, perform specific prayers in each location and be the first to pray on them all. A temple is defined by the coverage range of a base station and the prayers performed correspond to specific gestures. To help the monk find the temples there is a chance of clues given regarding the exact location of a temple.

Hot Potato Game

"Loads and loads of fun!"



When the game begins, "hot potatoes" are randomly generated in each player's SPOT, slowly ticking every second until they go "BooM"! Players can pass their hot potatoes on to other players by approaching them and using specific gestures.

When a hot potato explodes, the last player holding the potato is eliminated. As a result, the number of players is slowly decreasing and the last player standing alive wins the game!