

The Fugitive – Location Based Wifi Game

User Manual

The Fugitive is a mobile location aware game that is based on the UBC Wifi network. The objective of this game is to work in a team of 3 players to capture a moving virtual person, Bob, by tracking and surrounding him.

Player Information

You are Player A, and the current game time is 9:42. You have 30 minutes to catch bob.

Synchronization button

Click to synchronize to server

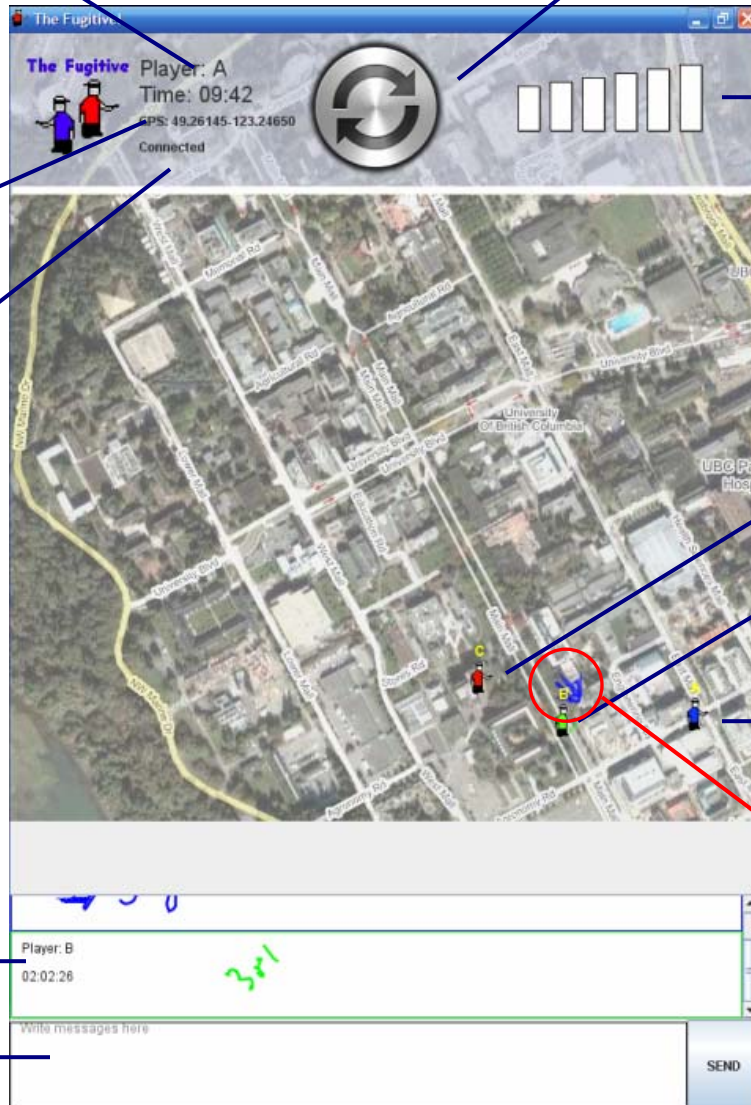
GPS Location

GPS coordinates of your location based on the Wifi network around you.

Connectivity to server

Bob Proximity Bar

How close to Bob you are



UBC Campus Map

Can use ink to draw on map & communicate with other players.

Player C

Player B

Player A
YOU ARE HERE

Player position and ink messages are updated every 30 seconds

A drawn ink message

Public Scroll Area

History of all the ink messages that were written by the players, scroll up to see older messages

Ink Messaging Area

Ink area to write messages to other players: Player B and Player C

7 Steps to Play the Game

1. Load the game

When the game is loaded, you should be able to see your own location at UBC in the map as shown above. The locations of the other players are in default positions.

2. Press the synchronization button

To start playing the game and communicate with the other players (and to see the location of the other players if you're playing in the "view other players" mode), you must synchronize with the game server. The game is started when you connect by pressing the synchronization button.

3. Start writing messages to the other players

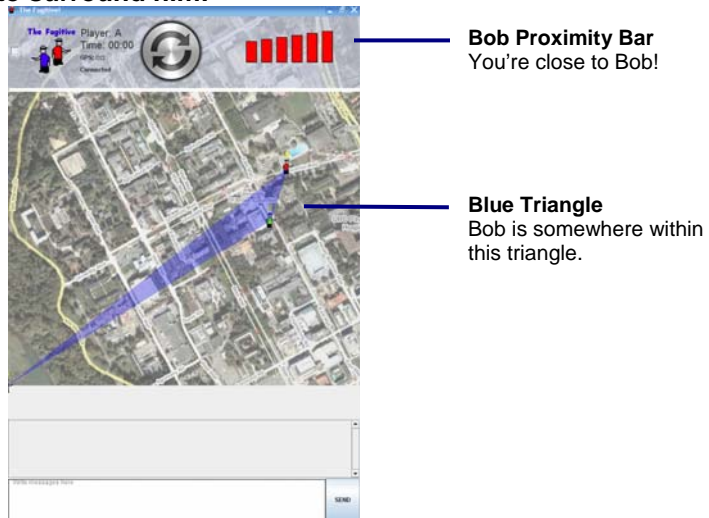
You can now communicate to the other players by writing in the ink messaging area or drawing on the map. You can also read previous messages written in the public scroll area. When you write messages down, they appear in black ink. After they're transmitted to the other players, they change color depending on who wrote them (blue = player A, green = player B, red = player C). Messages drawn on the map will stay for around 5 minutes and then fade away.

4. Move around to try to find Bob

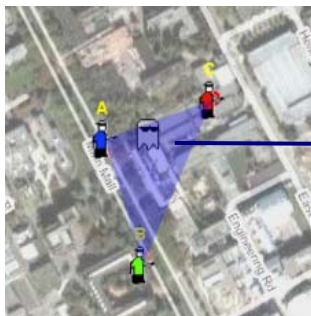
In this first phase of the game, Bob is invisible and is hiding in a fixed location. So, you need to run around the UBC campus and keep on monitoring the Bob proximity bar. More bars will turn red as you get closer to Bob.

5. Once you find Bob, get your team to surround him!

Bob can only be caught when your team surrounds him, or else he'll escape! Once you can get close enough to Bob, get your two other teammates to come close to you. If you all move close enough to Bob and he's somewhere between the three of you, a blue triangle will appear, indicating that you're on the right track. Bob is somewhere within that blue triangle.



6. Once a triangle appears, indicating you have surrounded Bob, close in on Bob and trap him.



Bob
Bob is now visible and will try to run away

Now that Bob is within the blue triangle, phase one of the game is complete. The game proceeds to phase two, where Bob is visible and can move. He will try to run away. You and your team must close in on him from all three points of triangle. If you can do it fast enough without Bob escaping, you'll trap him and win the game!

7. You win! / You lose!

If you trap Bob within the allocated time frame, you'll win the game. However, if you can't trap him within this time, you'll lose. The default time to play the game is 30 minutes. Good luck!