

MISSIONS AND MADNESS



MEET THE TEAM



John
Team Lead



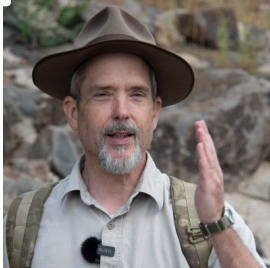
Mitchell Morris
Recorder/Coder



Tristen
Release Manager,
Coder



Hunter
Architect, Coder



Morgan Boatman
Owner/Client



Ogonna Eli
Team Mentor

Why are we here today?

EXPLORE IN A FUN WAY!

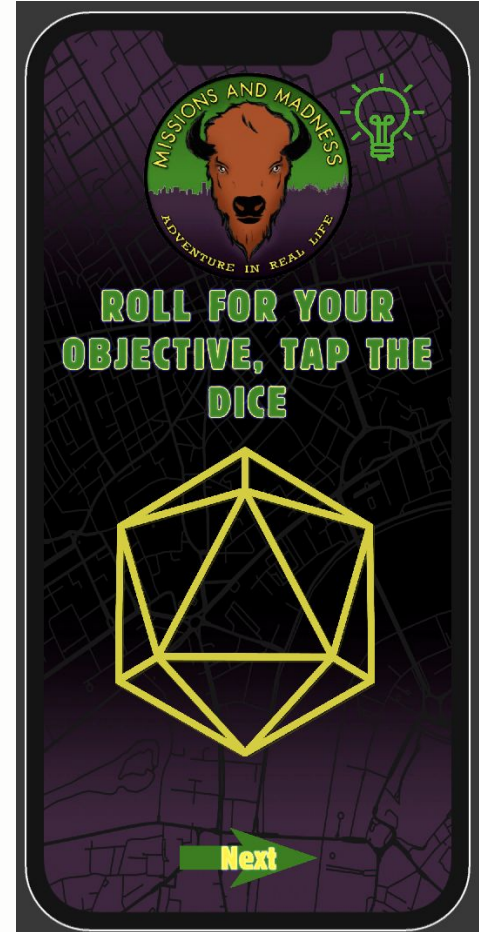
TEAM BONDING!

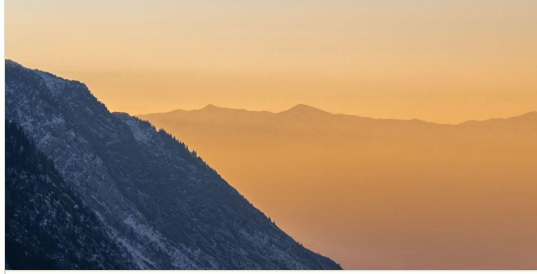
SPATIAL AWARENESS!



MISSIONS AND MADNESS

THE MOBILE APPLICATION



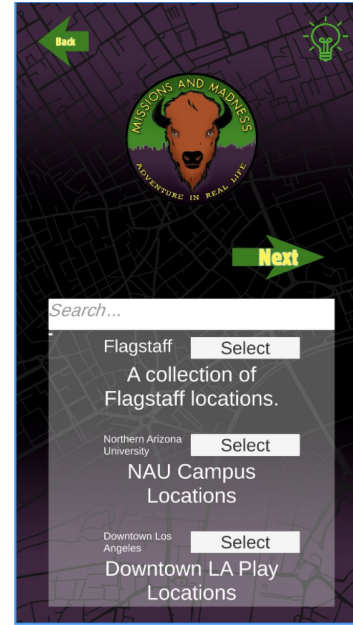
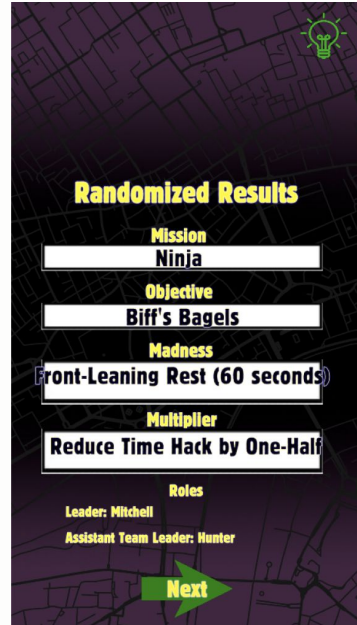


"Lack of activity destroys the good condition of every human being, while movement and methodical physical exercise save it and preserve it."

Problems

Stagnant

First iteration had set locations you had to be in to use the app



Given Locations

The locations around the user were given to them.

Messy

The User Interface (UI) was hard to follow causing confusion for the user

SOLUTIONS

01

Live GPS tracking of user

Identify a core feature that makes your product stand out. Describe what it does and how it benefits your customers.



02

Pulled locations from public API's

Add as many features as you need to describe your product. You can duplicate this slide if you need more items.



03

Clean and tested UI

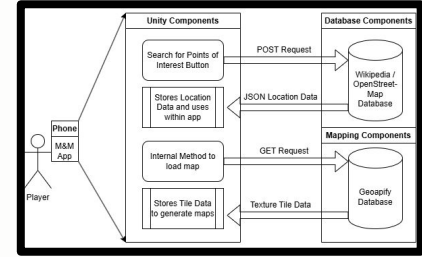
Explain what makes this feature unique in its product category. Call out any customizable features and options.



KEY REQUIREMENTS

	Completed	What we did	Phase completed in
Real Time User Location	<ul style="list-style-type: none">■ Can play anywhere	<ul style="list-style-type: none">■ Install and apply Unity Package	<ul style="list-style-type: none">■ Phase 1
Recommended POI's	<ul style="list-style-type: none">■ Can play in a city they do not know	<ul style="list-style-type: none">■ Pulled locations around user from a public database saving money	<ul style="list-style-type: none">■ Phase 2
Cleaned Up UI	<ul style="list-style-type: none">■ Easy to follow with no confusion	<ul style="list-style-type: none">■ Included popups, tutorials, and consistent colors and buttons	<ul style="list-style-type: none">■ Phase 3

ARCHITECTURE AND IMPLEMENTATION



01

Unity

Scenes

Prefabs

Andriod & Apple



02

POI Databases

Overpass Turbo

Additions



03

Mapping Database

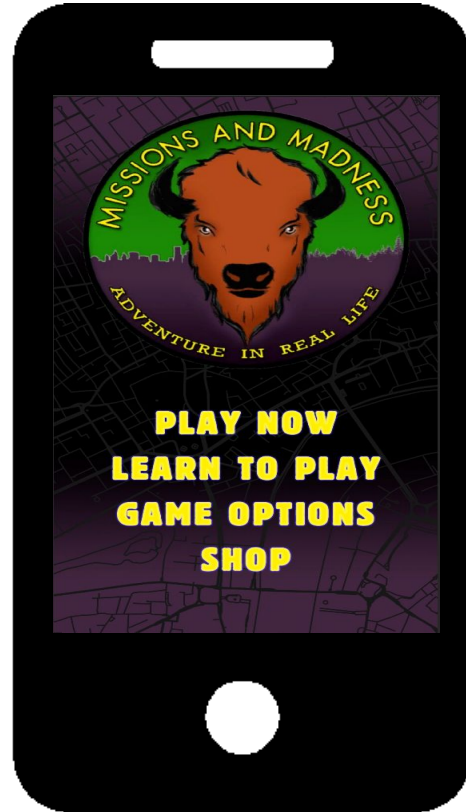
Geoapify



TESTING PLAN

	What to do?	What revisions?	Outcome	
Internal	Friends and family	Update	Tested game	
Closed Beta	Real Game	Little tweaks	Almost perfect	
Revisions	Fix	All	Finalized	
Handoff	Readable	Documentation	Final	

DEMONSTRATION



Click for a Cool [Here](#) new Demo

CHALLENGES/ RESOLUTIONS



01

User Understanding

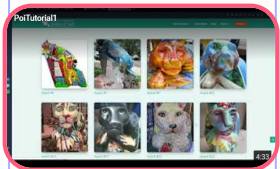
We had problems with users understanding gameplay and created pop ups and more tutorials



02

POI Database API limitations

With a public API there was lag and lack of responses. Created a reload function and made searches focus on historical and artistic locations.



03

Limited POIs

To have our game work in places with less POIs we made tutorials for the community where they can add their own POIs.

FUTURE WORK

Continued UI Refinements

We will continue to work through any bugs and issues with the UI and incorporate feedback from users.

Closed Beta Testing

In the coming months we hope to perform closed beta testing, in the real world with real users and collect feedback to help us refine the application

Product Delivery

We are on track to deliver a high quality product to our client in early May 2026, with possible releases to the Apple AppStore and Google PlayStore

