



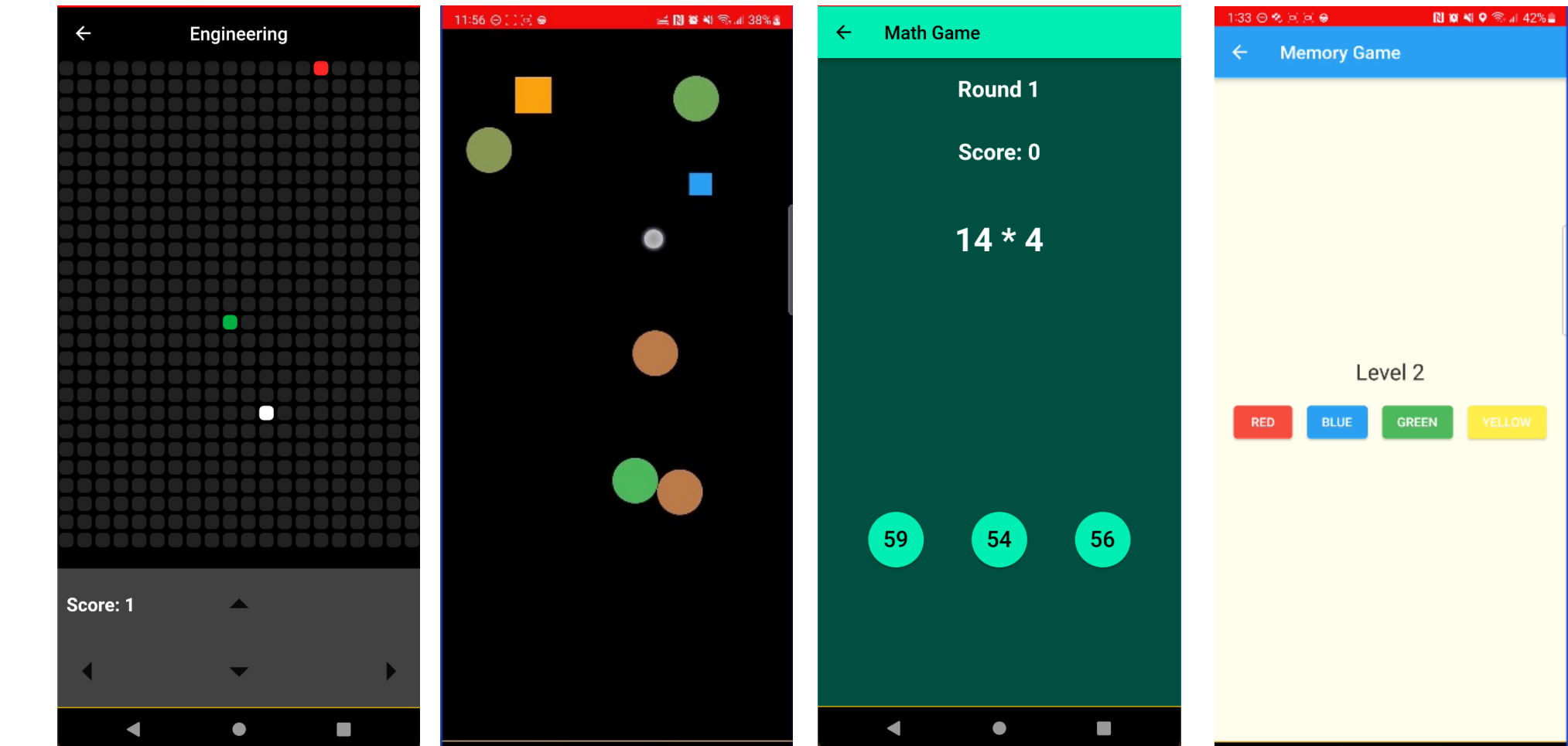
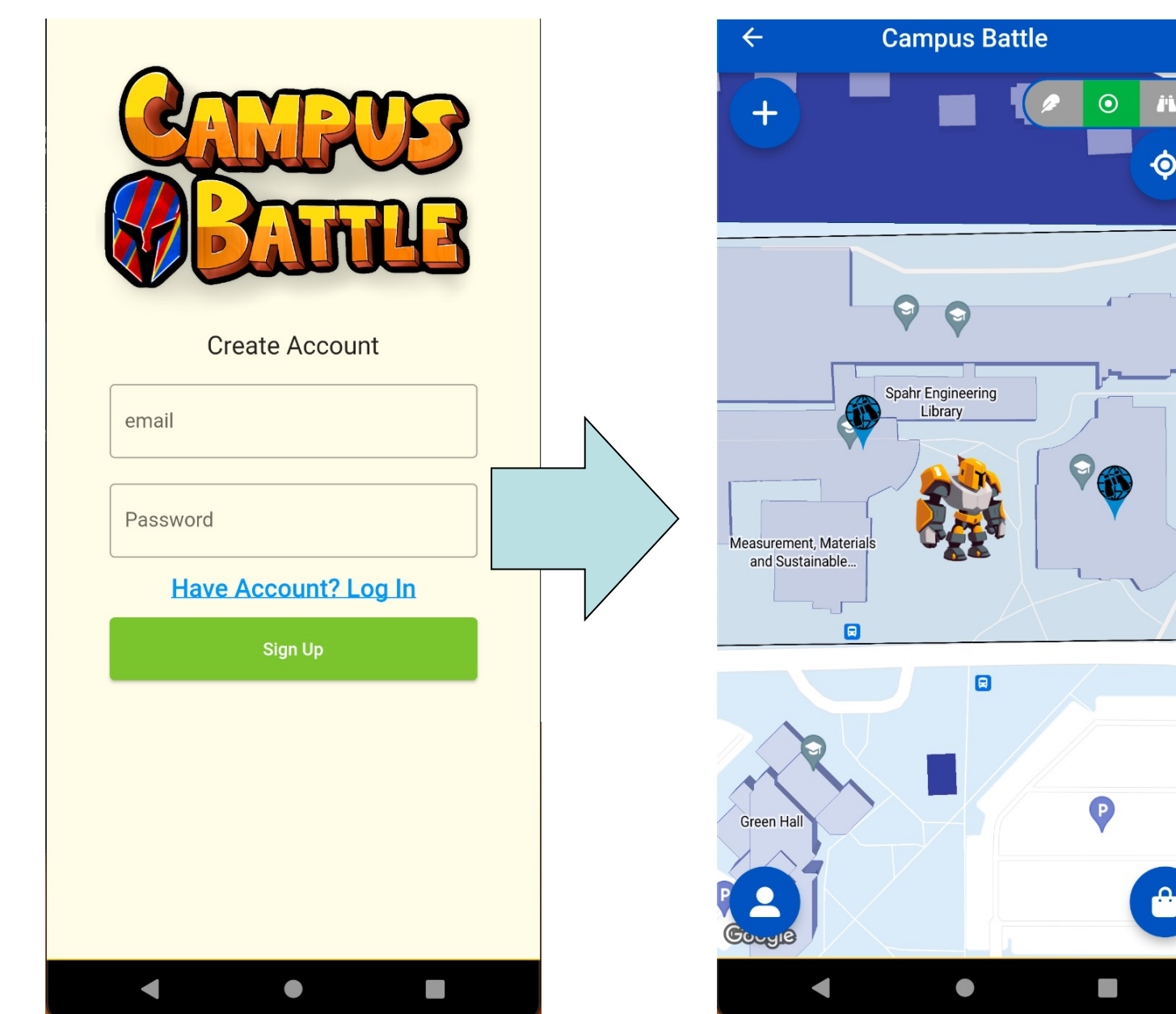
Campus Battle (Team 2)

Jackson Morphew(CS), Peter Gessler(CS), Andrew Lauderback(CS), Logan Anderson(CS), Mason Spader(CS)

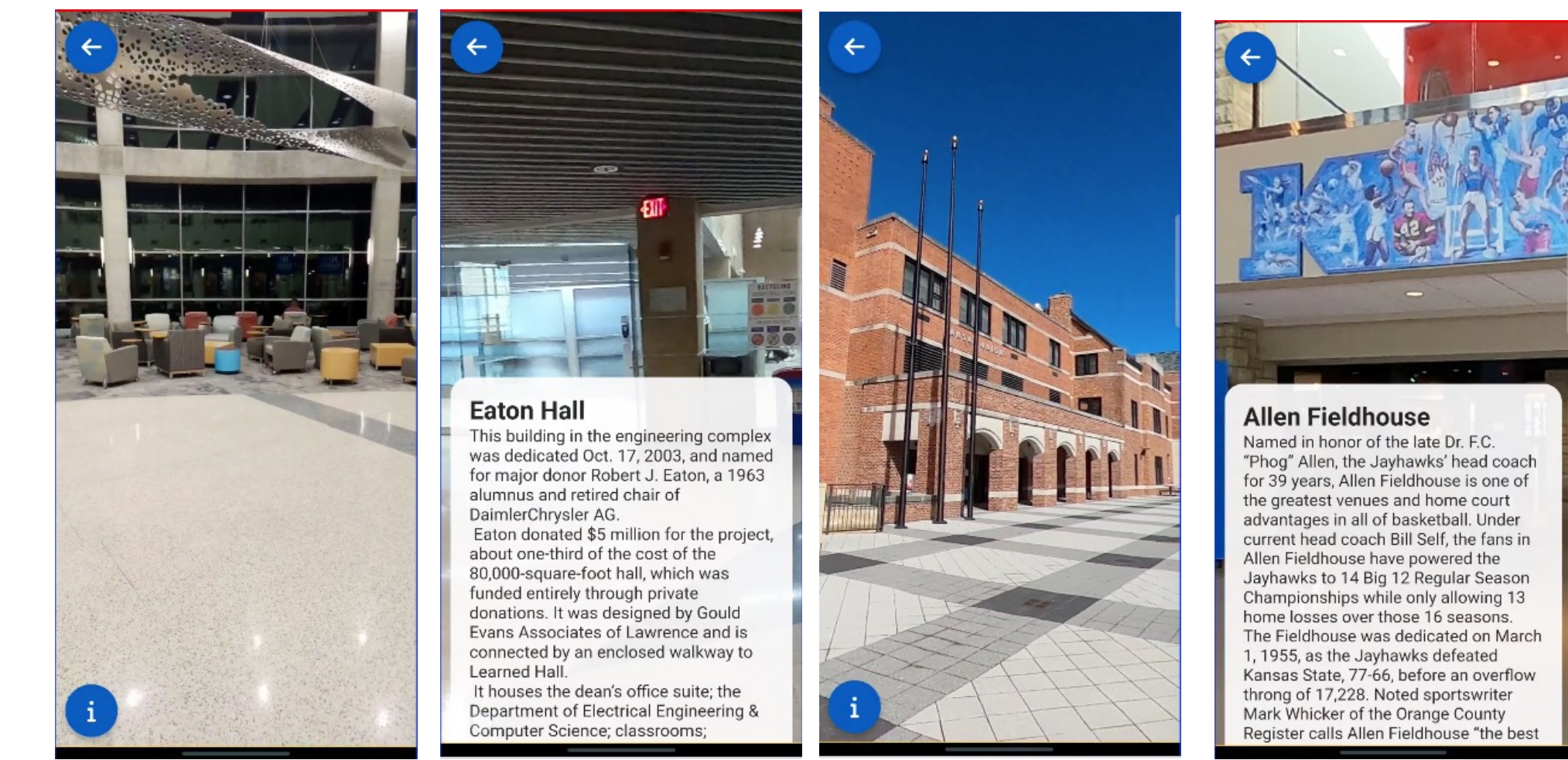
Description & Purpose

- **Campus Battle** is a mobile application where users can play themed mini-games and tour different places on the KU campus.
- This project was made so people could tour the KU campus without being here and learn more about places of interest.
- The games were made to give users fun activities to do while they explore the campus.

Games are played by tapping on these characters:



Tour images can be seen by tapping on these tour pins:



Design

The Flutter framework allows our app to work on both iOS and Android devices. We also utilized Google Maps and the Flame game engine.



Ethical & Intellectual Property Issues

Ethical Issues:

- Students appearing in the 360 images shown in tour made may not want to be in them.
- Campus Battle does not support multiple languages.
- We would need to ensure user information is safe in the database.

Intellectual Property Issues:

- Might need permission from KU to use specific 360 images
- To prevent other intellectual property issues, we tried to be unique in our design of games/elements to not be too similar to other applications.