



Errant

An iOS Fitness JRPG

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Goals

- Max
 - Further develop my design and engineering skills
- Stefan
 - Gain experience developing something for people to acutally use

Environment

- 立命館大学 (Ritsumeikan U.)
 - Haruo Noma-Sensei
 - To create a game that promotes exercise and a healthy lifestyle
 - Use of iBeacon technology



Gameplay Inspirations



INGRESS

StreetPass

Mii PLAZA



Design

- Player Experience
 - Create a character
 - Begin exercising
 - Engage in single and multiplayer combat
 - Player growth!



Technology

- M7/M8 Chip (Core Motion Framework)
- iBeacon Technology
- Google Maps SDK



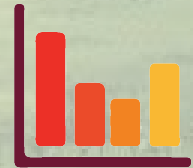
Division of Labor

Stefan

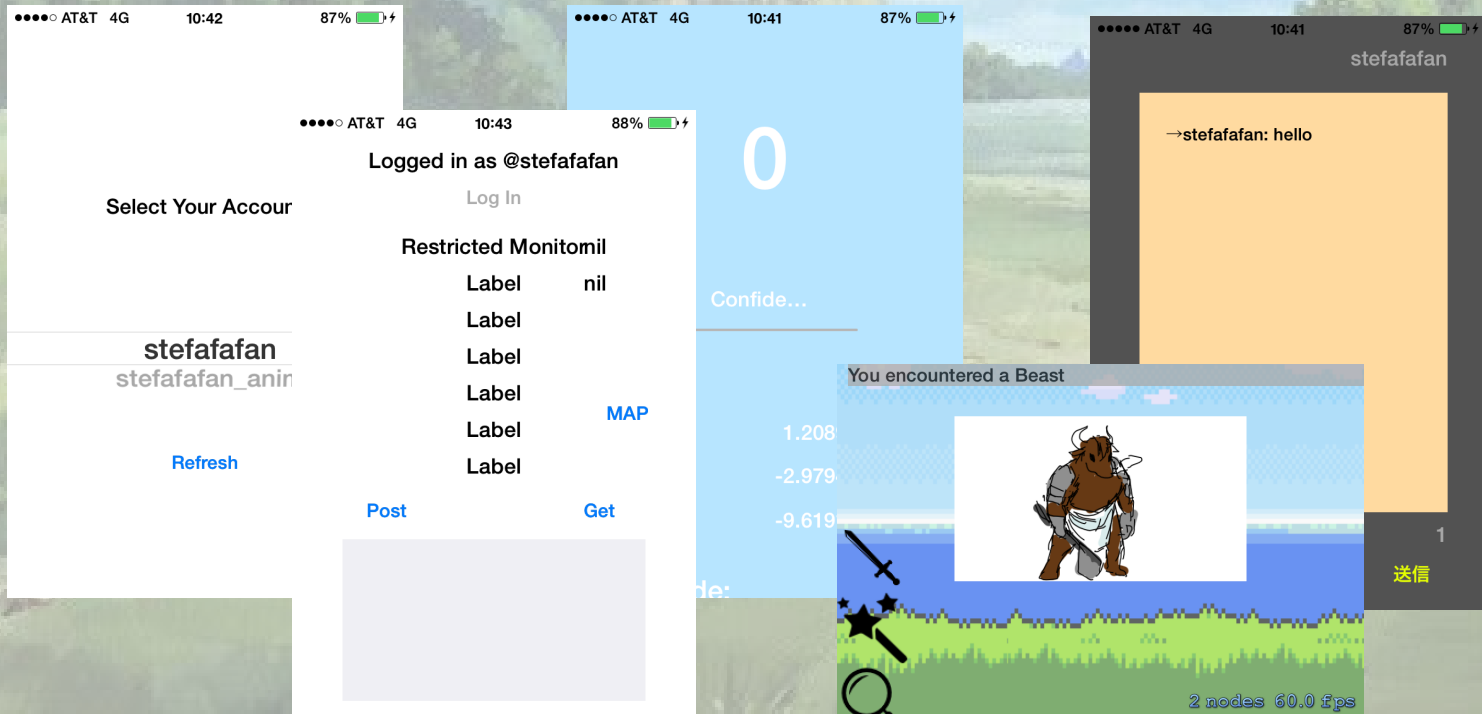


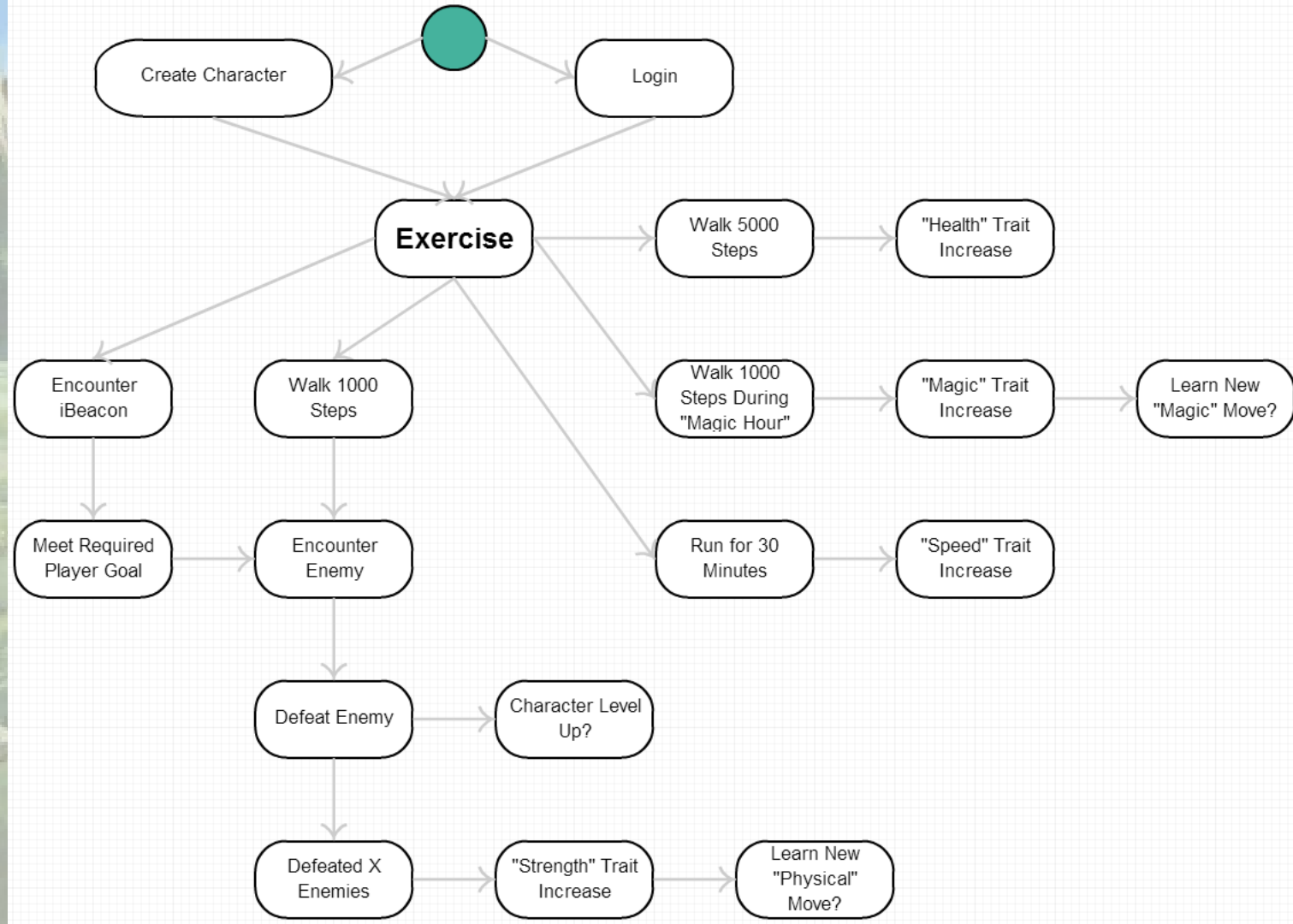
Max

ubuntu



Development



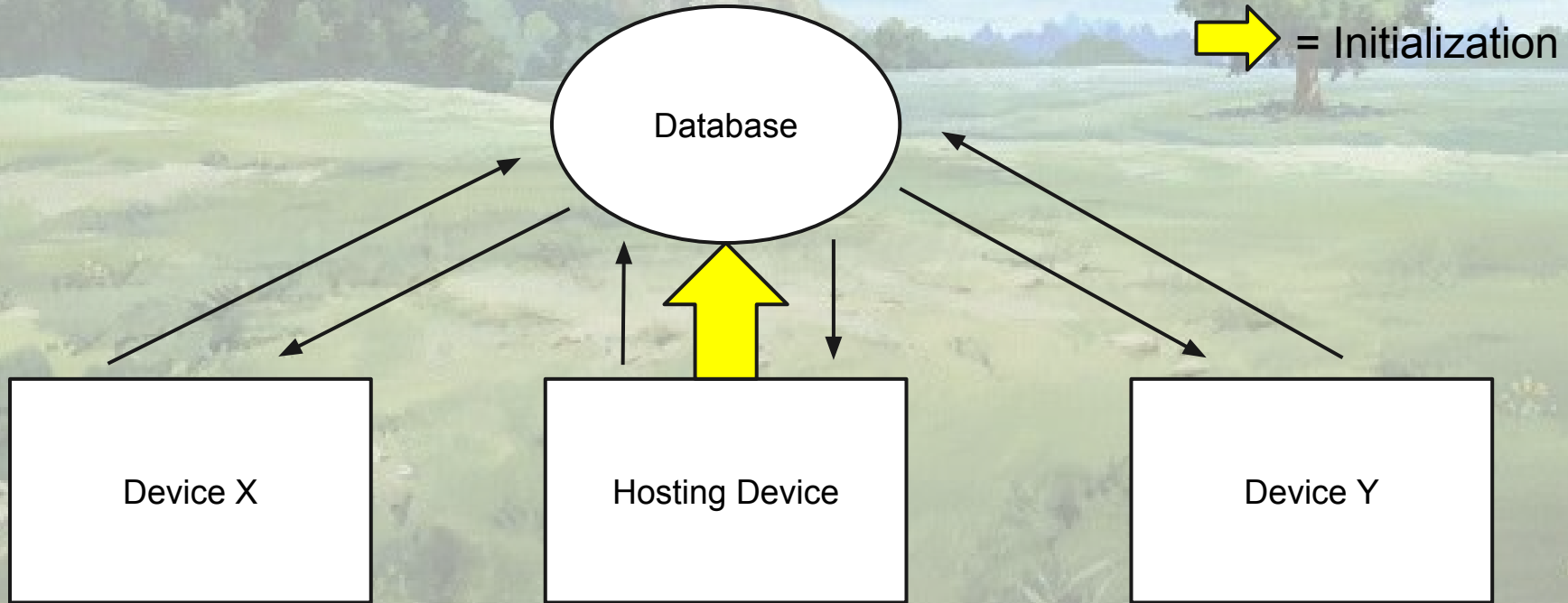


Enemy Encounters

- Turn-based combat
- 10 different types of enemies
 - different attacks, different weaknesses
- Enemy stats dependent on the player's stats
 - Learn new attacks as they exercise



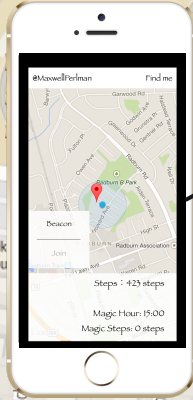
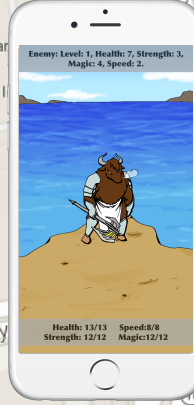
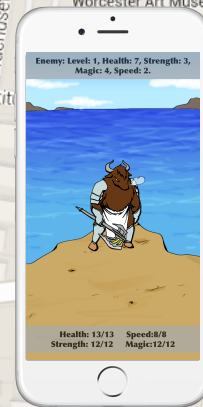
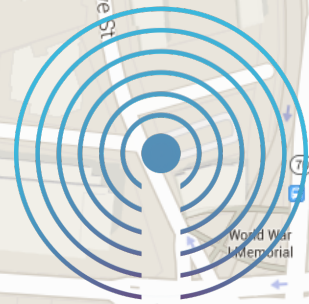
Networked Multiplayer



Random Encounter

Level Up

Multiplayer Combat



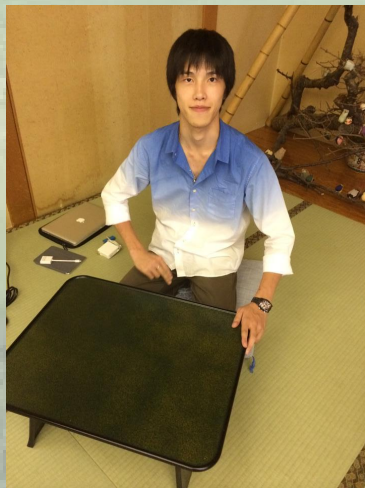
iBeacon

Testing

- Unit testing
 - Balancing an RPG
 - AI
- Beta testing
 - Multiple iPhones/iBeacons
 - Server

坂本匡

Sakamoto Tadashi



Special Thanks - Tech

若尾あすか
Wakao Asuka



鈴木真生
Mao Suzuki



Special Thanks - Art

河野仁美

Hitomi Kohno



クレメンズ・アレックス

Alex Clemens



Results

- Errant was a finalist in the ICT Challenge (a Japanese software competition for students)
- Received the Wedding Park Award



Questions

