Plan for the demo 1

- Game: Peer to peer
  - Start game (peer 2)
  - Join game (peer 1, 3)
- Fractal world, distributed computed
  - Maximize and show that borders are still not opened - then let another peer go there, and scout.
 - Collision detection with water.

Plan for the demo 2

- Head motion tracker movement
- Items
  - Peer 2 rejoins, peer 1 takes meat and sword.
  - Hand over sword from peer 1 to peer 2
  - Attack - peer 2 uses sword on peer 1
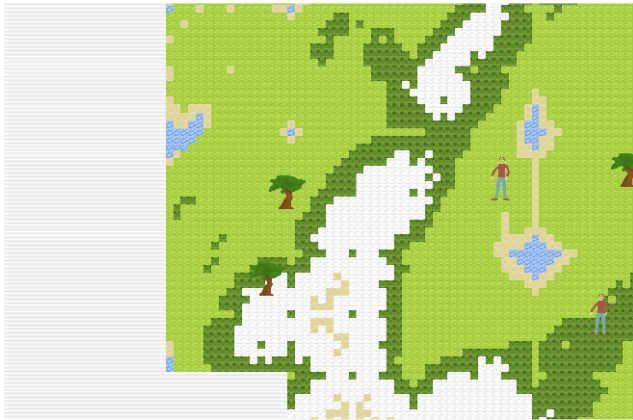 - Cure - peer 1 uses bacon to cure

Plan for the demo 3

- Flexible interface
  - Pull out status bar, buttons, and item bar
- Chat function
- Peer to peer nature
  - Leave game - hand over game (peer 2 to peers 1 and 3)
- Speech recognition
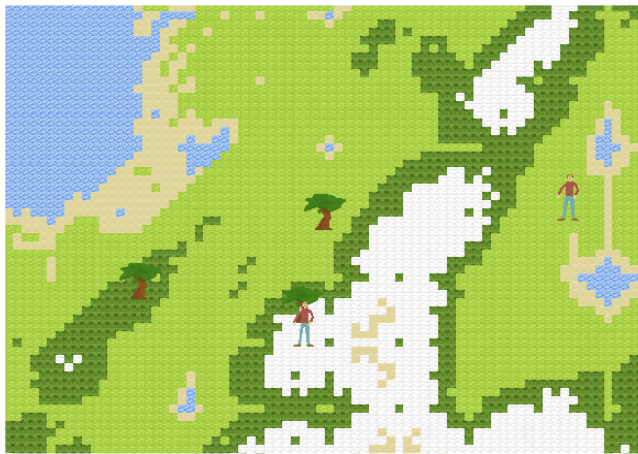 - Movement with speech
  - Exit game

Multiplayer screenshot
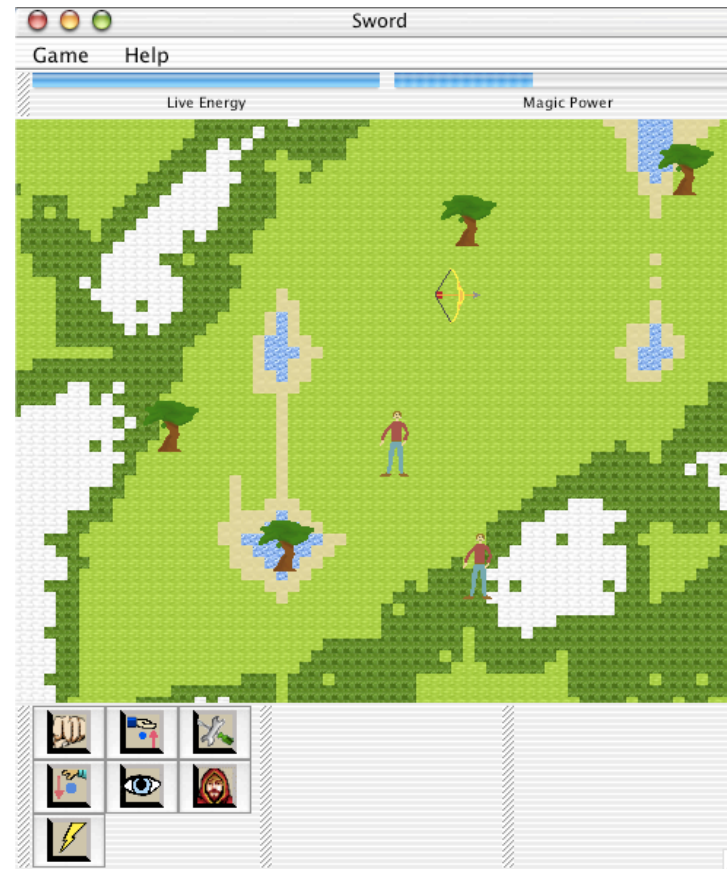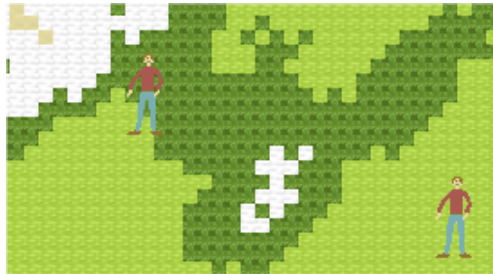
Fractal world

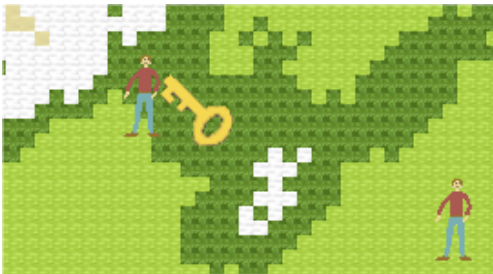

- Piece of world is still not calculated

- Here other adventurer scouts the world, and new tiles are visible to our adventurer
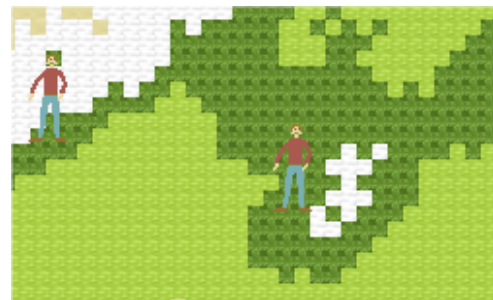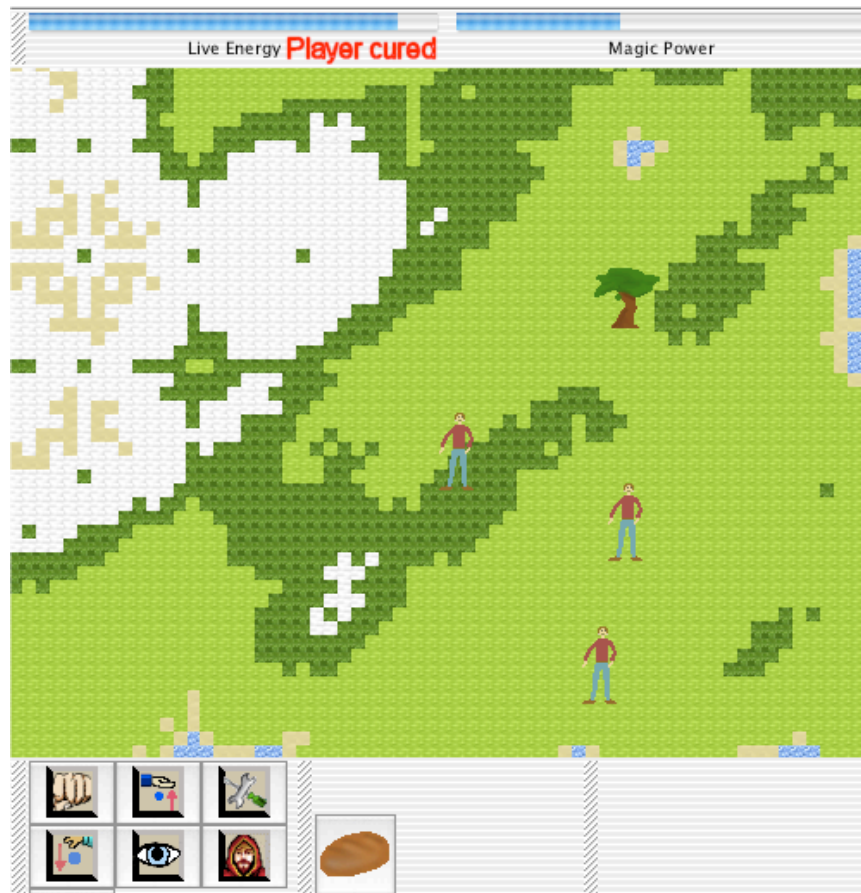
Hand over item

- Player 1 got the key

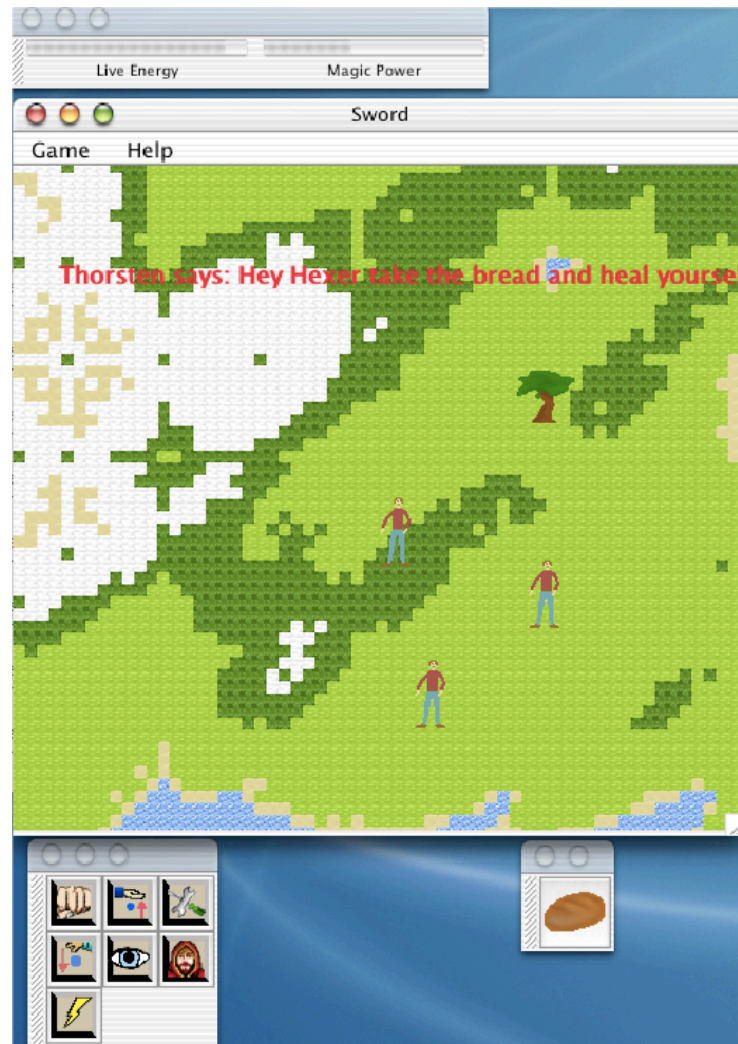- He lays the key, so player 2 can pick it up

- Player 2 took the key

Attack and cure

- Player 1 has some meat so he can cure a bit damage

Flexible interface

Its all :o)

- Huge thanks to our entire team who allowed me to present this with their hard work.