A Game Engine for building Ubigames

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Ubiquitous games try to explore the characteristics of player’s reality to blur the boundaries between the real world and the virtual world.

https://www.geocaching.com/
Today we still lack of a good reusable platform for building ubigames. The following problems are found in most platforms:

- A development environment not familiar to game developers.
- Little support for managing assets and output resources.
- Platforms very focused on a specific kind of game.
- It’s hard to dynamically integrate devices.
The ulmpala game engine enables access to the real world components and incorporates the best practices and tools of game development.

Representation of ulmpala’s architecture.
Representation of the Core Library’s elements in a game.
I/O Subsystem

Representation of I/O elements in a game.
Asset examples.
Use Cases

Three games have already been developed by students using ulmpala.
Thank you!

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