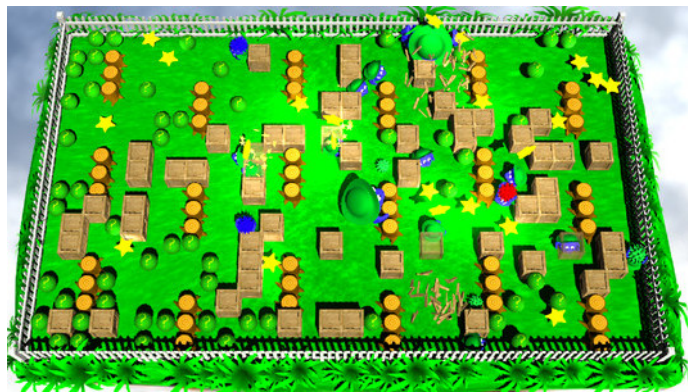




## Online Hiding Game

In our group, we developed a competitive game with asymmetric information, called *Hat Hunters*<sup>1</sup>. Up to four players play on a single screen, collecting items and fighting each other. The specialty of the game is that there are many identically looking characters, with every player only controlling one of them. This allows players to hide among NPCs, thereby avoiding attacks by other players.

The game is currently designed as a party game with all players sitting together in front of one screen. However, this limits the audience, which is why we would like to bring an online mode to the game. The main task of this project is therefore to implement such an online mode. It should include online matching of players, a leader board, challenges and achievements. Further, you can add any features which make the game more fun to play.



**Requirements:** Prior experience or a strong interest in creating video games is recommended. Creativity and programming skills are advantageous. The student(s) should be able to work independently on this topic! Note that the core of the current game is implemented in C#.

**Interested? Please contact us for more details!**

### Contact

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<sup>1</sup>The game is available on Steam: [https://store.steampowered.com/app/874880/Hat\\_Hunters/](https://store.steampowered.com/app/874880/Hat_Hunters/)