

## Play for Privacy - Design #65

### Specify P4P Game

07.03.2017 10:36 - didi

<b>Status:</b>	New	<b>Start date:</b>	07.03.2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	matthias	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b> Define / choose the game to be played in the first incarnation of this project. Should be suited both for the browser and the Kunsthau facade (consider resolution, switching times, colors).  The idea was inspired by <a href="#">receipt racer</a> , we may or may not choose exactly that game. Depending on required reaction times, the user may have the webcam feed of the Kunsthau facade as primary visual interface (probably not realistic for receipt racer). If that's not feasible, the visual interface needs to be implemented for the facade and the browser.  If possible, choose a game for which an open source implementation already exists (at least for the browser part). There was also the suggestion to talk with <a href="#">Rarebytes</a> .			
<b>Related issues:</b> Blocks Play for Privacy - Feature #66: Implement the Kunsthau facade visuals <b>New</b>			

### History

#1 - 07.03.2017 11:24 - didi

- Assignee set to matthias

#2 - 07.03.2017 11:29 - didi

- Blocks Feature #66: Implement the Kunsthau facade visuals added

#3 - 07.03.2017 12:51 - didi

- Description updated