



Features:

Initial Reality brings role playing games to life!

Location aware technology allows us to transform the real world into a giant real time video game.

Passive nature of game play allows users to keep the game running all day. Don't leave your game unattended for too long though... it's a scary world out there!

Initial Reality - Location Aware Passive Role Playing Game

“Bringing realism to the next level”



If you like realistic role
playing games... you
can't get more real than

Initial reality is written in java and compiled with J9 compiler. It utilizes a location aware technology called PlaceLab and the WiFi card built into the IPAQ to obtain your actual location. Initial reality is set up to run on the UW campus but can easily be changed to run anywhere Placelab has mapped out.

Objective

The goal in Initial Reality is to advance your character to the limit. By fighting with other enemies and using strategy to defeat them, your character gains experience, speed and wisdom. You must learn where items and food are located in the gaming environment to stay alive. If you look hard, you may unlock secrets! The stronger your character becomes the more fun you will have playing!

System Requirements

HP IPAQ 5500

Windows CE 2003

PlaceLab

