

Geo Strike

GEO-REFERENCED SHOOTING GAME

Yuval Bar Levi

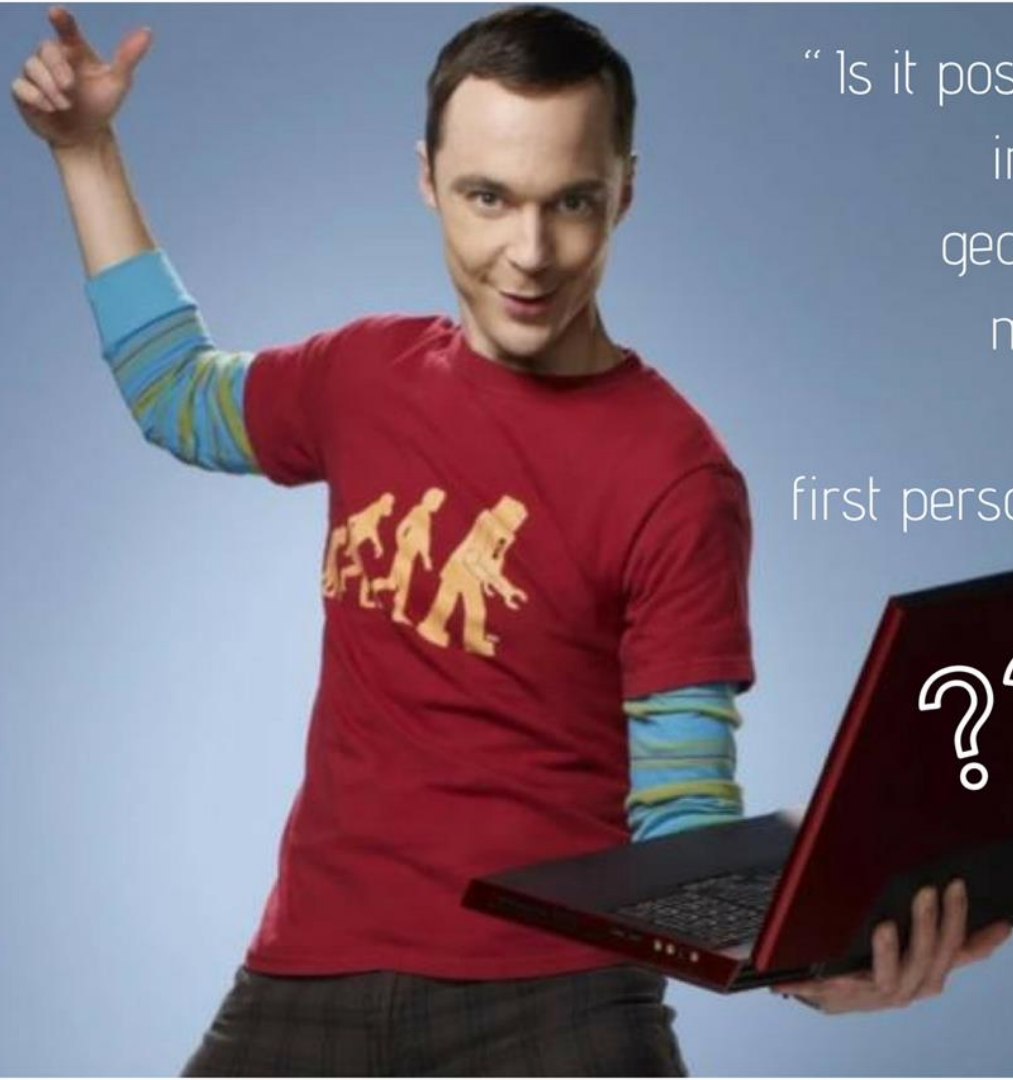
Web Developer & Trainer



Once Upon a Time...

A Geo-FPS Story





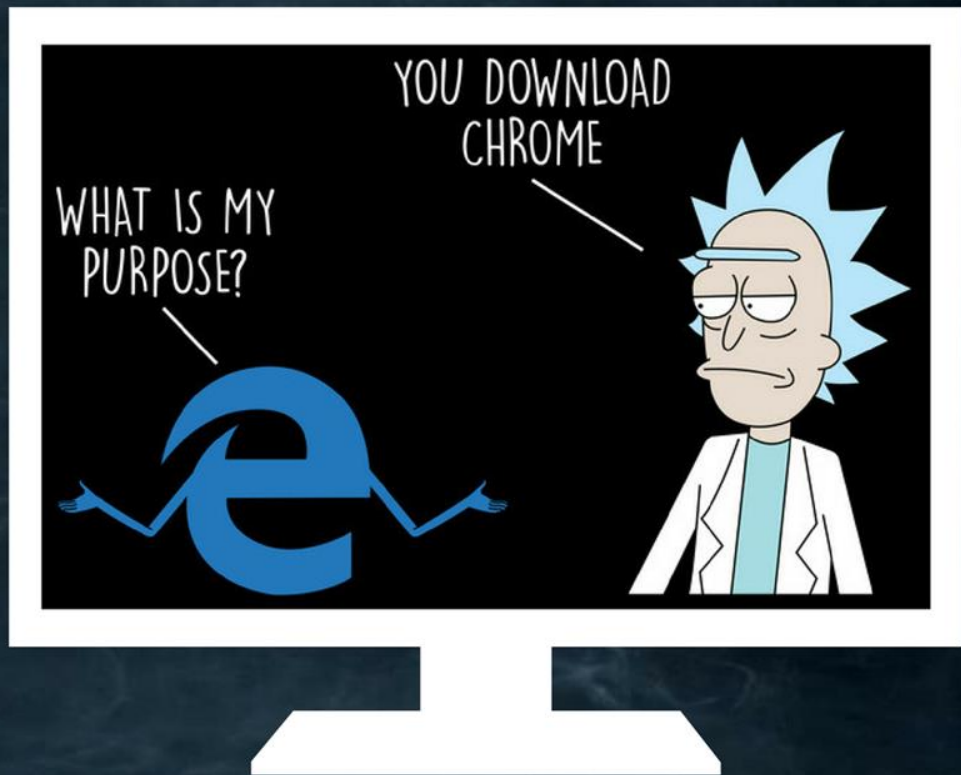
“Is it possible to develop an
in browser,
geo-referenced,
multiplayer,
3D
first person shooting game?”

“Is it possible to develop an

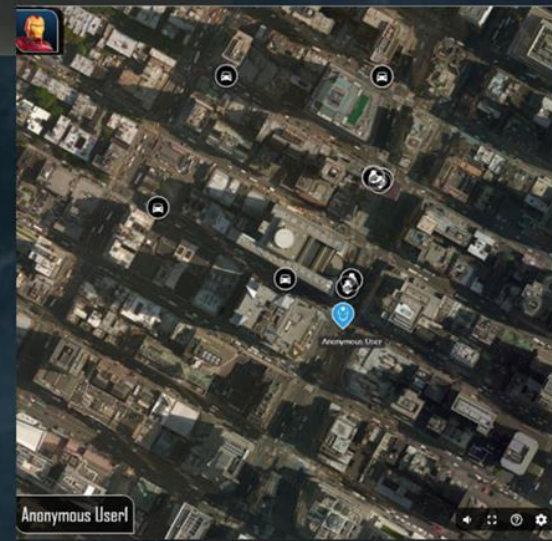
IN BROWSER

geo-referenced,
multiplayer,
3D

first person shooting game?”



“Is it possible to develop an
in browser,
GEO- REFERENCED,
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“Is it possible to develop an
in browser,
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multiplayer,
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FIRST PERSON
SHOOTING GAME?”

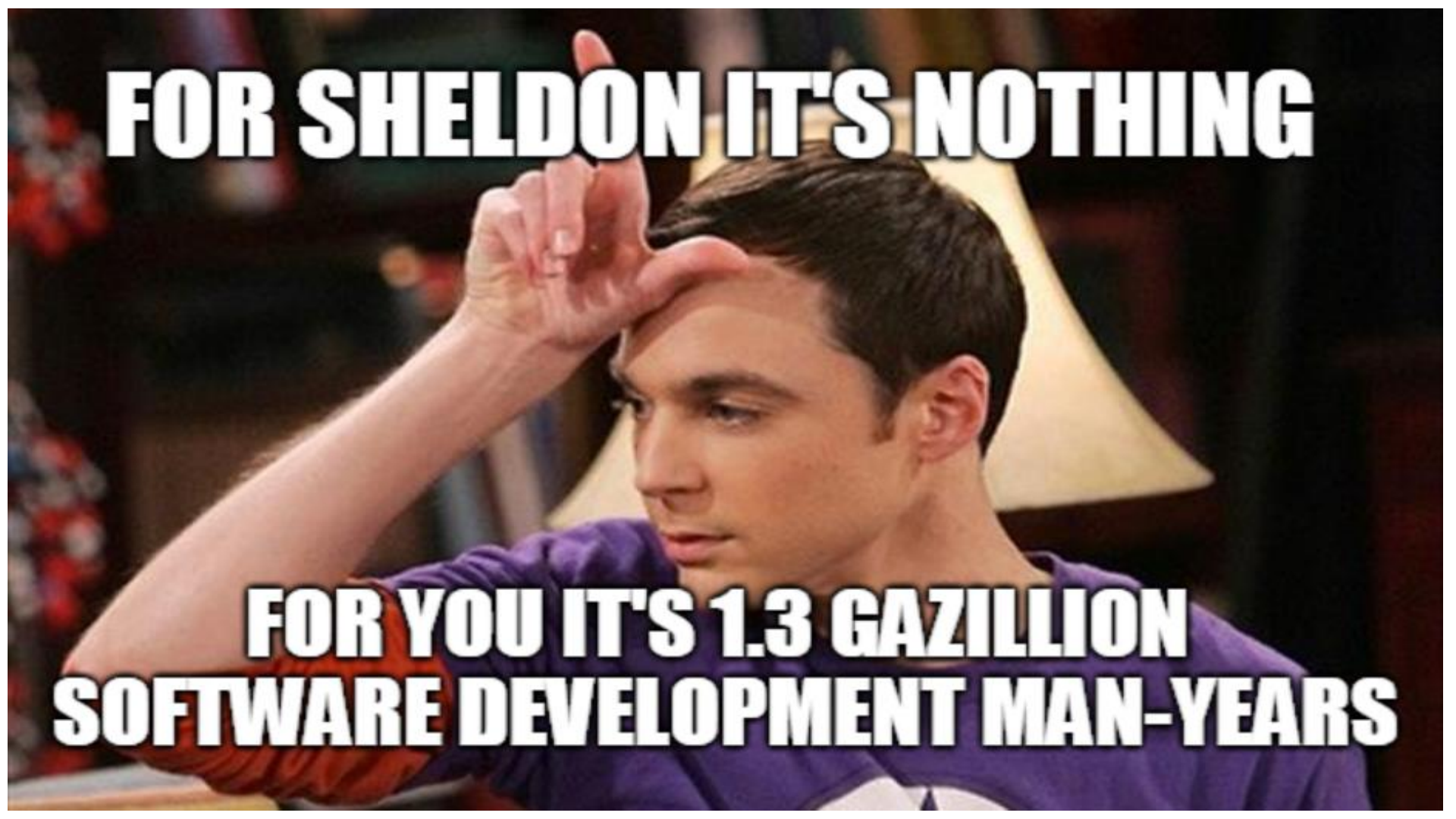
For that You'll need:

Javascript based 3D geo-
engine

Real time data tranfer (or
close to that)

Synchronization

Enormous amounts of
geo-data

A medium shot of Sheldon Cooper from the TV show 'The Big Bang Theory'. He is wearing a purple t-shirt and has his right hand raised to his forehead, with his index finger pointing upwards. He has a thoughtful or perhaps exasperated expression. The background is slightly blurred, showing what appears to be a living room setting with a lamp.

FOR SHELDON IT'S NOTHING

**FOR YOU IT'S 1.3 GAZILLION
SOFTWARE DEVELOPMENT MAN-YEARS**



“If I have seen further than others,
it is by standing upon the shoulders of
giants”

Sir Isaac Newton

The ToolBox



Angular



Angular Cesium



Apollo

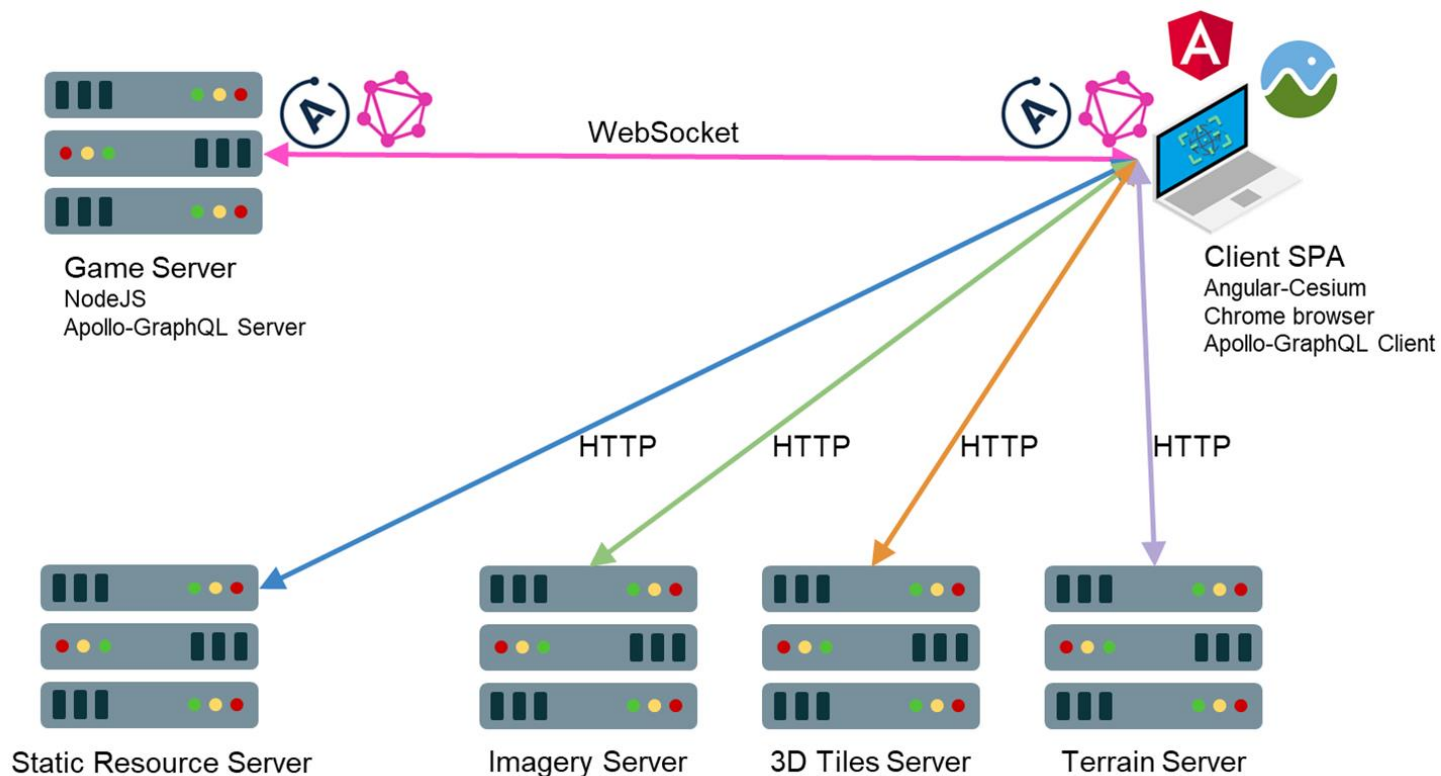


GraphQL



CESIUM

The Architecture





00:05:00

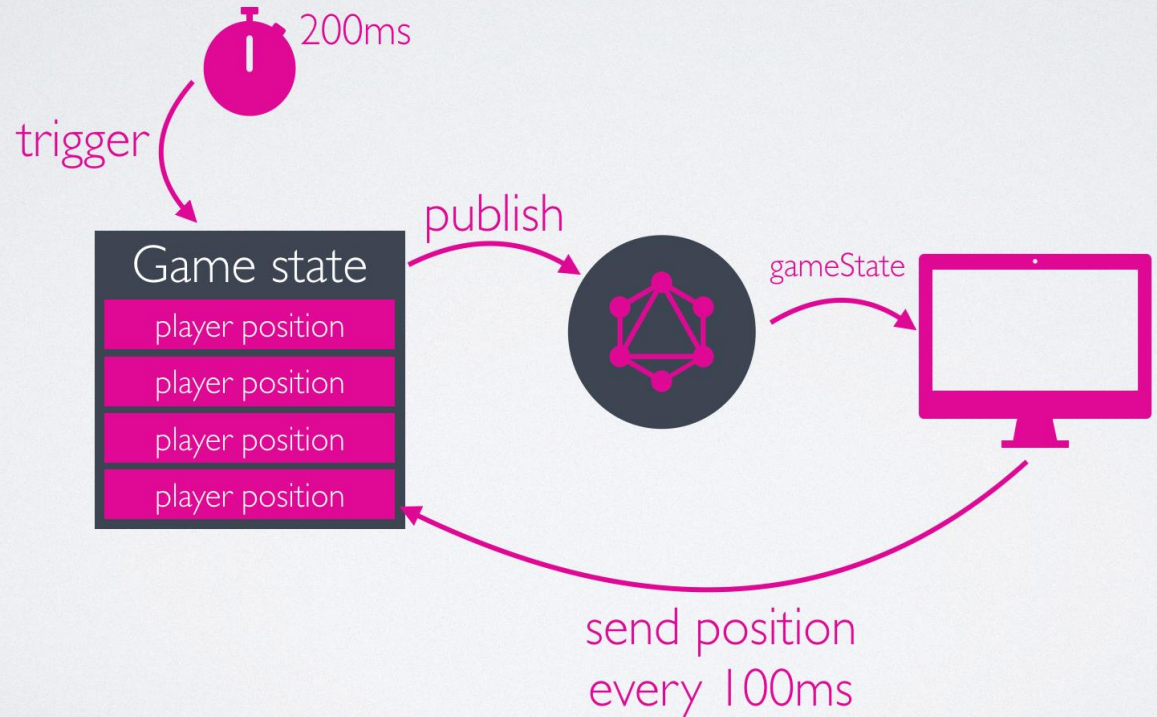


Anonymous User



Challenge 1

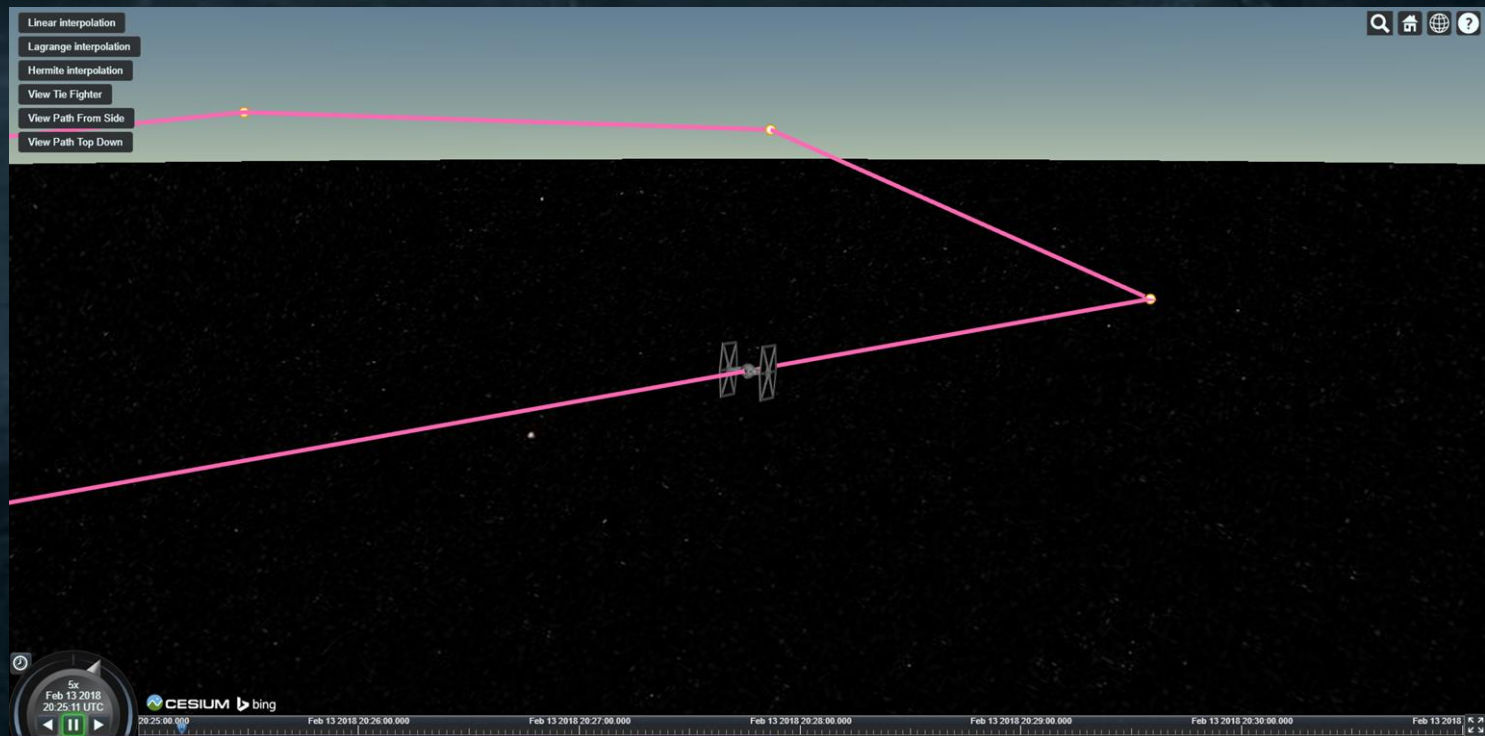
Synchronization

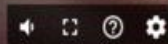




Challenge 2

Animation





Challenge 3

.....

Collision Detection



Challenge 4

.....

Sounds & 3D



That's a Link...



Game:

<http://geo-strike.com/>

Code:

<https://github.com/Webiks/GeoStrike>

Blogs:

[Medium](#) | [Cesium](#) | [Webiks](#)

THANK YOU

