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HITMAN is a real-life **alternative reality game** taking place in Tartu twice a year during the Tartu Student Days. Throughout the week-long game, the participants embody the role of a secret agent through completing missions around the city, tracking down other players and visiting checkpoints. We have developed software to accompany the game and act as a central information exchange hub for the players.

Our goal regarding this game and the software developed for it has been to leverage the technological capabilities of smartphones that virtually everyone possesses, to create an immersive experience that is highly engaging. However, the guiding idea behind the development of this game and the software has been to generate ways for the players to have as many **real-life** interactions as possible with each other and the scenery of Tartu. The software is not a goal in itself but a means to this end.

So far, we have had **2** iterations of the game with **100+** participants in both iterations.



LOCATION	NAME	DISTANCE
56.364 26.717	Server	16 M
56.3635 26.722	Bar	282 M
56.3612 26.7337	Viewpoint	371 M
56.3603 26.7283	Main road	503 M
56.3607 26.7254	Kaarsild	599 M
56.377931 26.714966	Alley	692 M
56.3764 26.7215	Archive	678 M

MISSIONS

During the game a series of missions around the city are available for the players to complete. The player is presented with initial clues about the mission on the web application, such as locations, mission relevant files etc. Upon successful completion of the mission, the player will obtain a code which in turn must be entered into the system to mark the mission as complete. These missions usually involve ad-hoc designed electronic devices which are planted around the city and can be interacted with.

TARGET SYSTEM

At the start of the game, each player is assigned an another player as a target, and in turn is assigned as a target to someone else. The player must find his/her target based on the form that the target has filled out. Upon locating and eliminating the target, which is done by touching them with a spoon, the player enters the target's personal code into the system, thus registering the kill and obtaining a new target (the target of the now eliminated player). This is the central mechanic of the game.

CHECKPOINTS

Checkpoints are 25 specific locations around the city of Tartu, in which a QR code is placed. The player must locate the checkpoint and scan the QR code to mark the location as complete and obtain points. Location of the player is determined by a browser location API, and the links are generated with unique hashes to prevent fraud. If a player completes the checkpoint, the player assigned to eliminate him/her is instantly notified of his/her location via the chatbot.

CHATBOT

Another way for players to interact with the game is through communicating with the chatbot on the Facebook Messenger platform. The user can authenticate themselves with the chatbot and query information about the progress of the game. The player is also notified through the chatbot when 'their target is spotted' (the target completes a checkpoint) and on other significant game events such as when a new mission becomes available.

CONTACT

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WEB APPLICATION



<https://hitman.ee>

CHATBOT



<https://m.me/HitmanTartu>

