

A Step-by-Step Guide to:



GAME OF MAPS

for Android Devices



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Registration

To register as a competitor for Game of Maps, email the Game Master Abraham Parrish (aparrish@miami.edu) with your full name, University of Miami e-mail, alias (Game of Thrones name such as Tom *Lanister* or Cindy *Targaryan*), photo of yourself/ team or an avatar, and the kingdom you hail from (campus you are from: Coral Gables, Rosenstiel, or Medical). This information will be used to build your profile on this web page and to create an ArcGIS Online account that will allow you to use the Collector for ArcGIS application to play the game. Registration is open to all UM students, faculty, and staff.

Rules of the Game

The purpose of this game is to use ESRI's Collector app to identify objects around the University of Miami. The game is divided into three stages. Object clues and coordinates will be periodically released for each stage every few days throughout the game's nine day duration via e-mail to the contestants and posted on this website (see timeline below). Competitors will only have a few days to complete each stage (the stage duration will be given when the clues are released). After one stage finishes, the game automatically proceeds to the next stage and you will not get points for collecting objects from closed stages (i.e., you can only collect points from current stages). Coordinates will be released for all of the objects in a stage that need to be found. The clues will describe an object which the competitor must photograph at the given coordinates with their smart phone/tablet to be awarded points for it.

5 points are awarded for each standard object photographed. Additionally, extra points will be awarded for a faster collection time. Your collection time will be based on the time it takes you to identify and photograph all of the objects in a given stage. All of the objects for a stage must be located and photographed to gain extra points for time.

The person or team that has the most points at the end of the game wins the title of King/Queen of Maps. The top three scores win cash prizes of \$300 for first place, \$200 for second place, and \$100 for third place.

Timeline

Stage 1: Westeros (Coral Gables campus) – Clues will be released November 8, 2016 at 8:00am.

Stage 2: Essos (RSMAS campus) - Clues will be released November 11, 2016 at 8:00 am.

Stage 3: Westeros (Coral Gables campus) – Clues will be released November 14, 2016 at 8:00am.

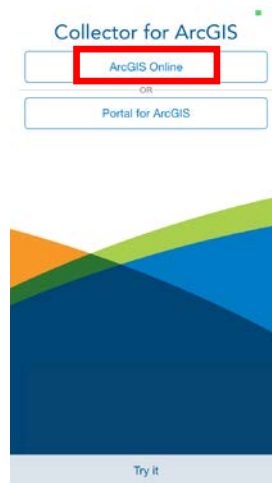
The Game of Maps will end on **GIS Day November 16, 2016 at noon.**

Downloading ESRI's Collector App

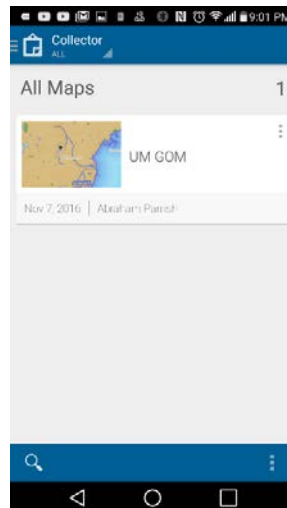
To download ESRI's Collector App please go to: <http://doc.arcgis.com/en/collector/>

Opening Collector

1. Open the app and log into your ArcGIS Online account.



2. Once you are logged in you should see and have access to a map called "UM GOM".

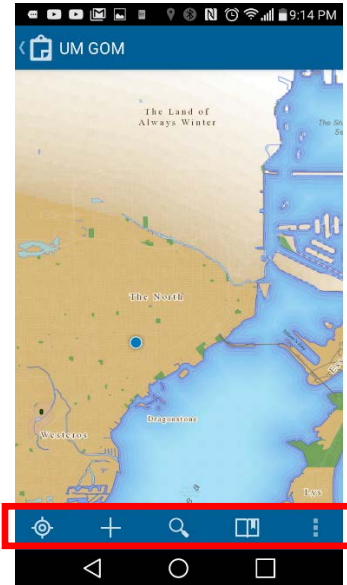


3. Tap on the map to enter the game.






Collector Basics

Toolbar





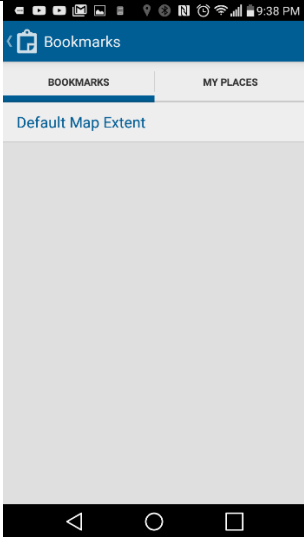

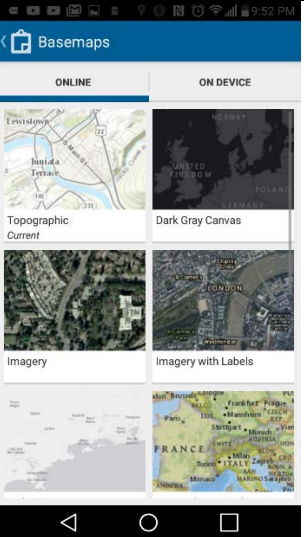
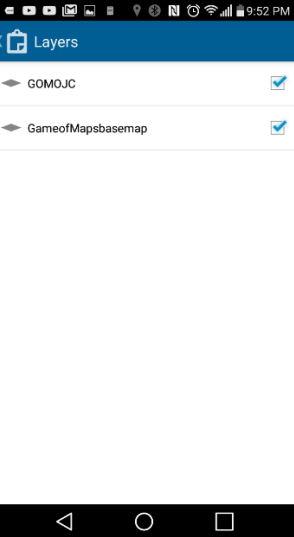
On an Android device your toolbar is along the bottom of the screen and there are 5 options to choose from.



From left to right:


-  Zooms the map into your current location
-  To collect a location
-  To search for a location
-  Bookmarks and My Places
-  Access to Measure, Basemap, and Layers

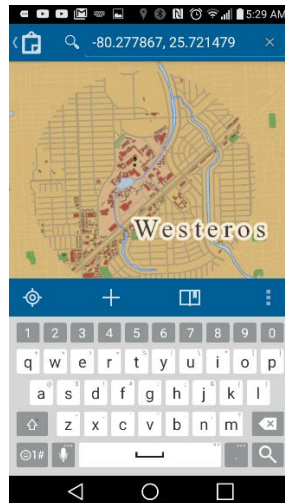
Toolbar Continued..


<p>The Bookmarks My Places toolbar  shows the bookmarks and created places.</p>	<p> and Measure lets you determine the distance between locations or the size of an area.</p>	<p> and Basemap lets you choose between a variety of base maps.</p>	<p> and Layer allows you To view the different layers in a map and turn them on and off.</p>
			

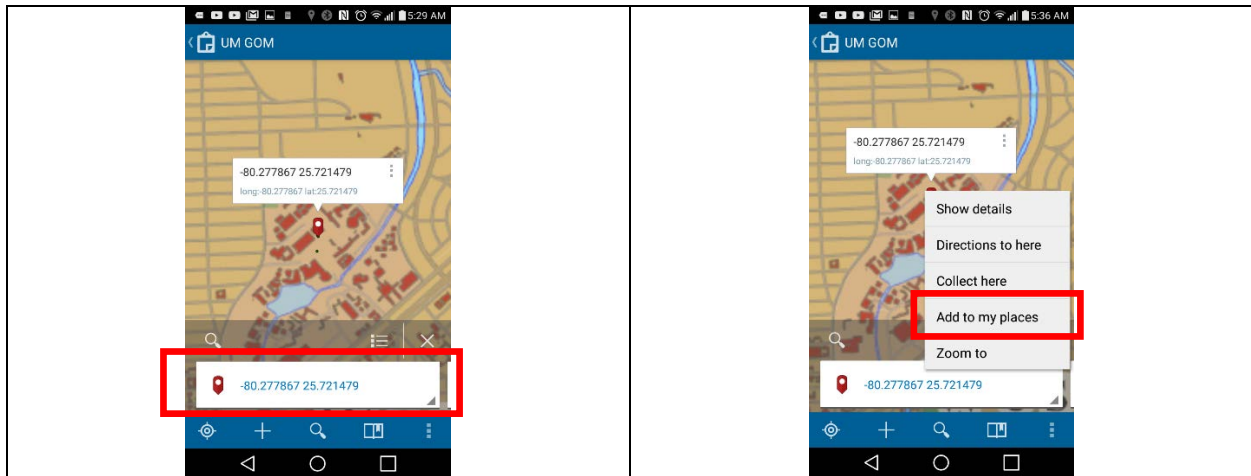
Game Play

To search for a location using GPS Coordinates

1. To help you find each object we have given you general location coordinates. Tap on  in the main toolbar, type in the coordinates following the example below, and hit "Search". Make sure to type the longitude (the negative number) first followed by a comma, then space, and the latitude (positive number), otherwise the location will appear in Antarctica instead of Miami.





2. The point you have searched for will appear in red. To save this location tap the coordinates on the bottom of the screen, select “Add to my places” and name this place (e.g., test site, or S1O1 – for stage 1, object 1). This site will be saved as a bookmarked location, which can be viewed by tapping .







3. Once you have mapped the locations for all of the clues you can begin planning your strategy. Remember, the faster you find all of the clues, the more points you will get!

Hint: The measure tool can be used to plan the fastest route between locations!


Using the Measure Tool

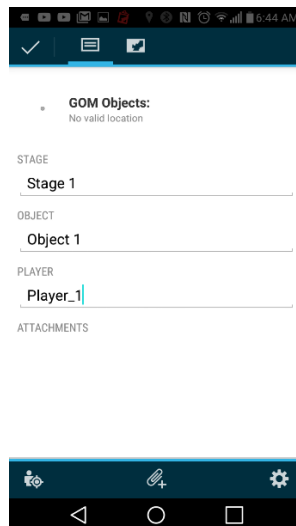
1. Tap  and Measure to begin measuring.
2. To measure a straight line, make sure the straight line icon is selected ( Distance).


3. Tap on a starting point, then another location, and a line will automatically draw. You can add as many locations as you'd like to your line and the total distance will continue to update (at the bottom of the screen).
4. The units of your line can be changed by tapping the blue bar along the bottom of the screen (where the cumulative distance is reported).
5. To determine the distance from your current location to another location, press  then tap on the location you want to go to.
6. To undo your last step, press .
7. To delete the entire line press  and Delete.
8. Press  when you are finished measuring to return to the current map.



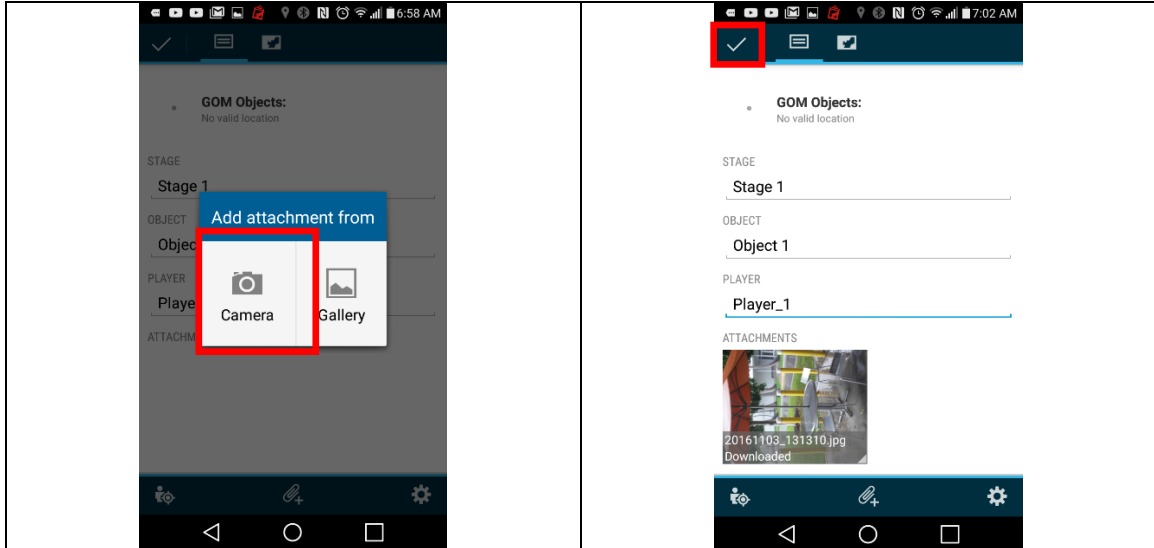
Collecting objects (Playing the game!)


1. Once you have identified an object you will need to collect it using ESRI's Collector app to prove you found it.
2. Once you have found the object, press  to collect a new feature.
3. Tap "Stage" and select the stage you are at in the game from the drop down menu(see the timeline for more details).
4. Tap "Object" and select the object number you are identifying from the drop down menu. Note: each object's number can be found on the clues and coordinates document that is released at the beginning of each stage.
5. Tap "Player" and select your individual player number form the drop down menu (this is the number the Game Master assigned to you when you registered).



Tap  to take a photo of the object with your smartphone. Press “OK” when you are finished taking the photo to return to the collection screen.

Note: Make sure the object fills the frame of the photo and any relevant text is clearly visible (you will not get points for collecting an object if the photo is not clear).



6. Click  to finish collecting the object.
7. Once you have identified all of the objects for a stage, go to the ArcGIS Online public map <http://arcg.is/2elwpdf> and confirm your points are appearing correctly. Contact Abraham (aparrish@miami.edu) with any technical problems.

Good luck and have fun!