Location-aware mobile application development

Exercise 6/6, 30.11.2018

1. Do / did you play *Pokemon Go*? What motivated you to do so / why you didn't find it interesting? If not playing anymore, why did you stop?

2. Could the *Where's Mopsi* app be improved by using some ideas from *Pokemon Go*?

3. Do you have a different vision of what a *Pokemon* game should be like?

4. There are two variants for the traveling salesman problem (TSP): the open-loop and closed-loop case. Give a REAL example where each of them is useful? What variant of the traveling salesman problem do you think is more difficult? Think also about WHO solves the problem: you or the computer.

Submit your answers to the above! (doc or pdf)
We will not have time to discuss these in class. I will answer to any questions you have, by email.

5. Fill in the course feedback in WebOodi.

6. Fill in the self-evaluation form bellow what you filled in at the start of this course.
   https://docs.google.com/spreadsheets/d/1wXb5eV2ARtfNiG8c7ECQ8VYmYK87iG7dU4y-Z31EgfI/edit?usp=sharing