Project Title Play With Animation

ISLAM RAFIQUL (17-34438-1) SEC : C

MD. RAFAT HOSSAIN (17-35822-3) SEC : C

HASAN ZAHIDUL (18-37346-1) SEC : C

HOSSAIN MUNTASIR (18-36421-1) SEC : C

MD. ASADUJJAMAN (18-38118-2) SEC : A

Goal of the project

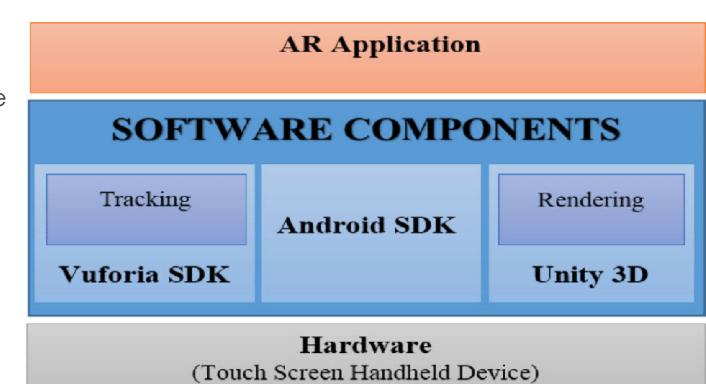
- ▶ We are using a mobile device as a tangible device. Our idea is that, if we scan a photo using mobile camera that can turn into a animation and we can play with the animation.
- Our main goal is that to make mobile application for Android. There will be a portal like a virtual house. When a person play the game he/she can find a house there are some object also some picture, if he/she scan those picture then some character will appear and he/she can play or interact with animation.
- ▶ This application mainly for kids but any ages people can enjoy this game.

Conceptual diagram of the system

▶ We are using Unity game platform to make this application. This is a augmented reality game.

For this we are using Vuforia game engine.

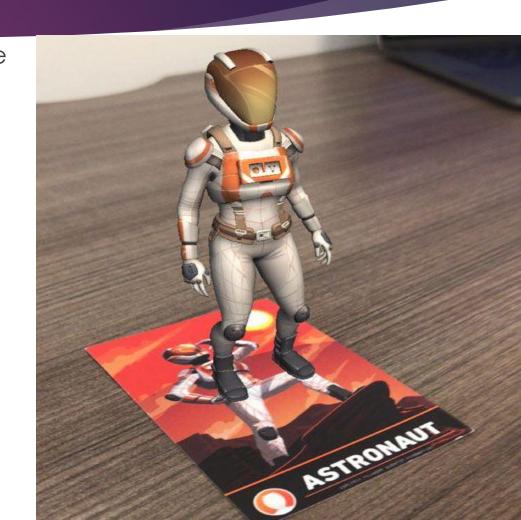
Here is the conceptual Diagram to see how it's works.



Conceptual diagram of the system

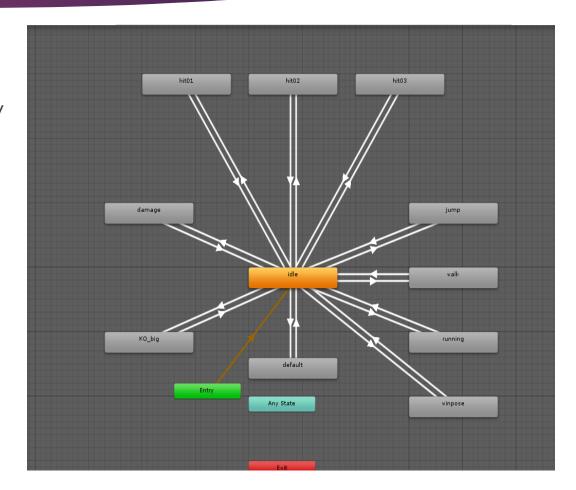
Here is picture if someone scan this picture then the Picture character will appear. Then people can Interact with it.

We are using animation to interact with it.

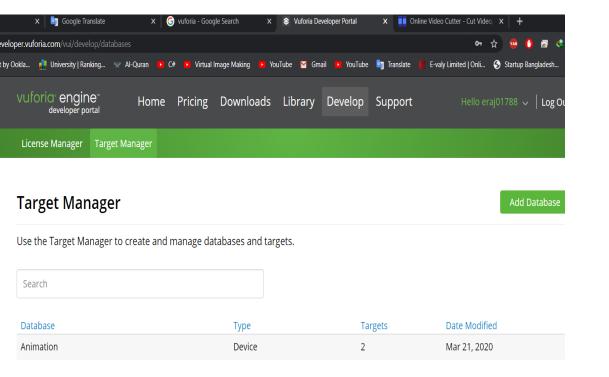


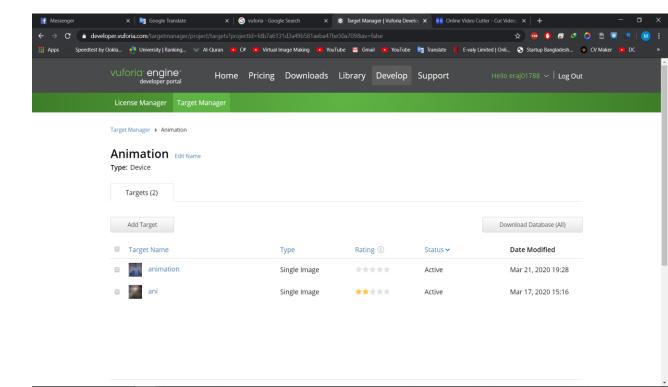
Conceptual diagram of the system

- We are using animation to interact with it.
- On mobile screen there are some specific
 Button. If we press those button then we can play
 Or interact.

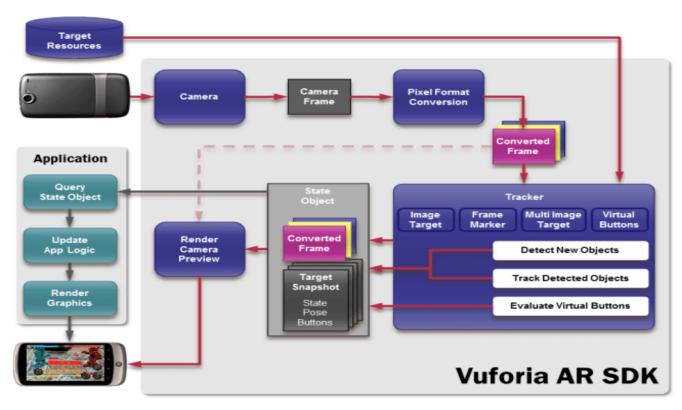


Our system work with some fixed database. We are using vuforia default database. Here it is,

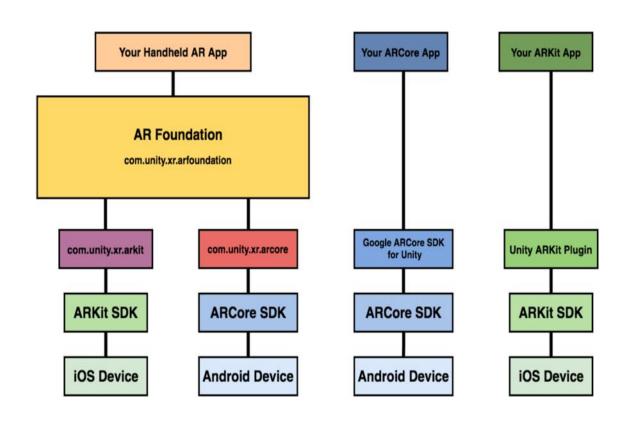




Our project will work like this diagram flow.



► We want to deploy this application for every platform for this we need this tool. First we are working on android device.



Please go through this video

The Hierarchy

To see our project demo.

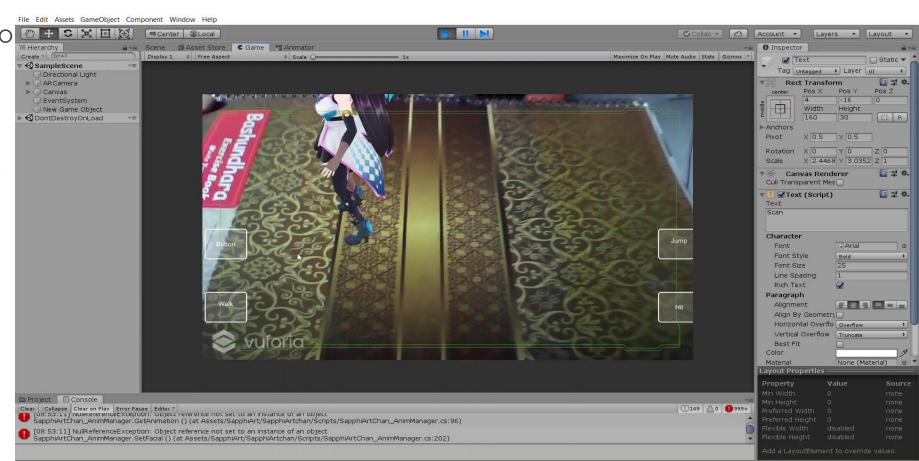
To see our project demo.

To see our project demo.

https://drive.google.com/file/

d/1mQkX6awPF1myePZbPJ-E8

11PuuZX2sxc/view



List of components we use

To build this we are using

- 1. Unity (Game Platform).
- 2. Vuforia Engine (ARCore SDK).
- 3. Vuforia Database (Default).
- 4. Any type of Android Smart Phone.

