

*Hackathon Report*  
*on*  
***“Augmenting Interactive Systems”***  
*Submitted for additional learning in*  
**ITE1014 (HCI)**

*by*  
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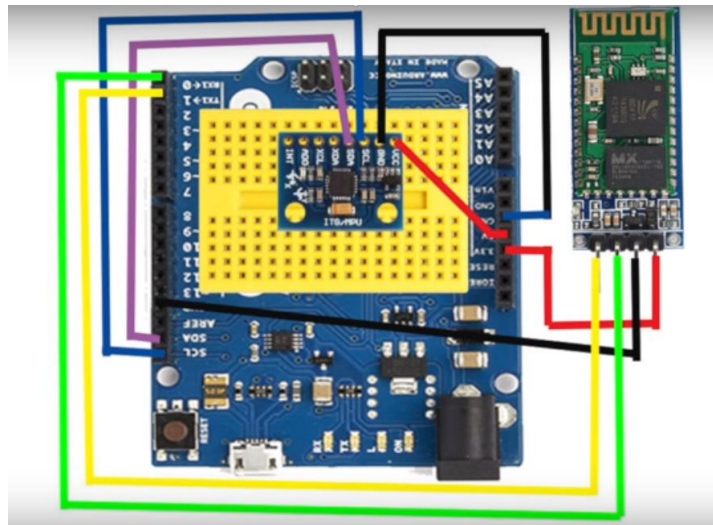
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## **Name of the Track: VR Car Simulation Game**

The car is a realistic skill based racing game with natural physics set in multiple immersive track locations and snow parks. This game is aimed to provide user a good approximated experience of snowboarding. We can do basic things in this game like moving from one place to another trying basic stunts, leaning either directions, enjoying the beautiful track scenes etc.

## **Working:**

- Connect the Arduino, Bluetooth, accelerometer as shown in the circuit



- Writing and Uploading the code to Arduino in order process the inputs coming from the accelerometer sensor.
- Install the unity game on the phone.
- Connect the phone's bluetooth with the Arduino's Bluetooth.
- Plug the phone to VR set
- We are ready to play

## **Applications:**

- To experience the driving even though you are under age.
- To learn driving before learning the real thing.
- To experience the luxurious cars even though you can't buy it.

## Demo

