

# ITSP

## Abstract

WE HAVE CREATED A NEW ABSTRACT FOR PHASE 2 WHERE WE HAVE PROVIDED OPTIMAL ANSWERS TO THE COMMENTS : [phase 2](#)

**Team name:**

**Enter the DOJO**

Members

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**Project title: Marcos**

**Motivation**

The idea of the project is inspired from PUBG.

**What our project gonna be?**

1. **End product :** Our project would consist of a special suit and a gun and VR would be an add-on (optional accessory to enhance experience) and some other minor different instruments. Think of this as a shooting-cum-strategy game that is played in streets ( or used by armed forces for enhanced combat training in various kinds of terrain). It will recreate the thrill of battlefield without using actual arms.
2. **Impact:** As the project will use cheap affordable tech it will be gigantic success. Just imagine if our childhood imagination of fighting in a battle for glory comes live in front of

our eyes. With the use of VR we can include effects ( superimposed on real life image) to make it feel like iron man, etc.

Using more sophisticated tech we can make it useful in military exercises.

It can also be organised as an event in particular locations so that players can register and play there.

## Market

As already described the product has a huge market especially for children and young adults.

The product will also have a market for defence services, police, etc.

There is no report of such games made previously. All the games of this kind that are made depend absolutely on virtual experience ( which makes them costly) and their usage is restricted to game zones in malls,etc.

## Specifications

### 1. The suit

This suit is filled with sensors and covers your entire body ( basically it can be any cloth but lined with sensors such that your entire figure is taken into account.

### 2. The gun

The gun comprises of various things such as LOS signal (which may be like laser but not visible to the naked eye).

Secondly, it has location trackers and orientation and altitude sensors.

Thirdly, it will have mechanisms that will cause recoil and sound whenever the trigger is pressed but no actual bullet will come out.

### 3. VR goggles

This would be an optional accessory. It would be used to enhance fighting experiences.

#### 4. How are they all interlinked

The basic idea is that when the gun is fired aimed at the suit, the suit will register damage and if the damage exceeds a limit it will become dead and now that person has to come out of the battle arena. The gun is linked wirelessly to the suit (which glows dim green, if the person is alive; when health reaches zero suit glows red) and works only if the suit of gunner glows green. The gun would get linked to any person's suit whomsoever picks it up.

### Vision for the project

The vision for this project is to become as realistic as a real battle. With VR we can include superhero powers and many more things.