**Initial Requirement :**

**-A phone that supports ar games ( have a depth sensor in it ).**

**-2 players : two kids , one kid one parent .**

**GAME DESCRIPTION :**

**-2players AR game .**

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**- the first player will be hiding objects in the surrounding world , the object will not be seen if behind something , the object placing process will be time related and if time expires he will be the loser .**

**- the second player will have to find these objects with time restraints ( exp : 3 minutes ) , if all objects are found before the time expires he will be the winner , on the other hand if the time expires he will be the loser .**

**- the placement of the objects will be assisted with a placement indicator that indicates where to put the object in the real world , also the placing will create a sequence for the second player to use to win the round .**

**- the finding process will be visually or auditory assisted , the player won't be lost and always lose , where an indicator that gives the distance or how close is he to the object will be the key to finding the objects , also the player will need to find the objects in the same sequence the first players had hid the objects .**