



# BEIBUREDO AR GAME

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## ABSTRACT

In this project, we aimed to offer players an enjoyable gaming experience with AR. For this, we designed a game with beyblade-themed multiplayer and artificial intelligence supported single player modes using AR technology. Thus, we enabled users to compete with both their friends and artificial intelligence.

## INTRODUCTION

Our aim in this project is to bring the augmented reality technology, which we often encounter in games today, together with artificial intelligence, on a common denominator.

**Keywords:** Augmented Reality, Artificial Intelligence



Figure 1 - Multiplayer with Augmented Reality



Figure 2 - User vs Artificial intelligence with skills

## THE PROPOSED WORK

In this project, we basically divided the game into two parts as multiplayer and single player. We developed by using Photon Network, ArCore and ArKit infrastructure, which is necessary for the multiplayer part, and using A\* pattern in artificial intelligence for single player in unity environment.

## RESULTS

We enabled two users to enter the game at the same time by using Photon and AR tools in the project. At the same time, in the singleplayer part we developed with artificial intelligence, by adding an artificial intelligence beyblade independent of real-time users, the game was strengthened by adding abilities to the user at the same time.

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