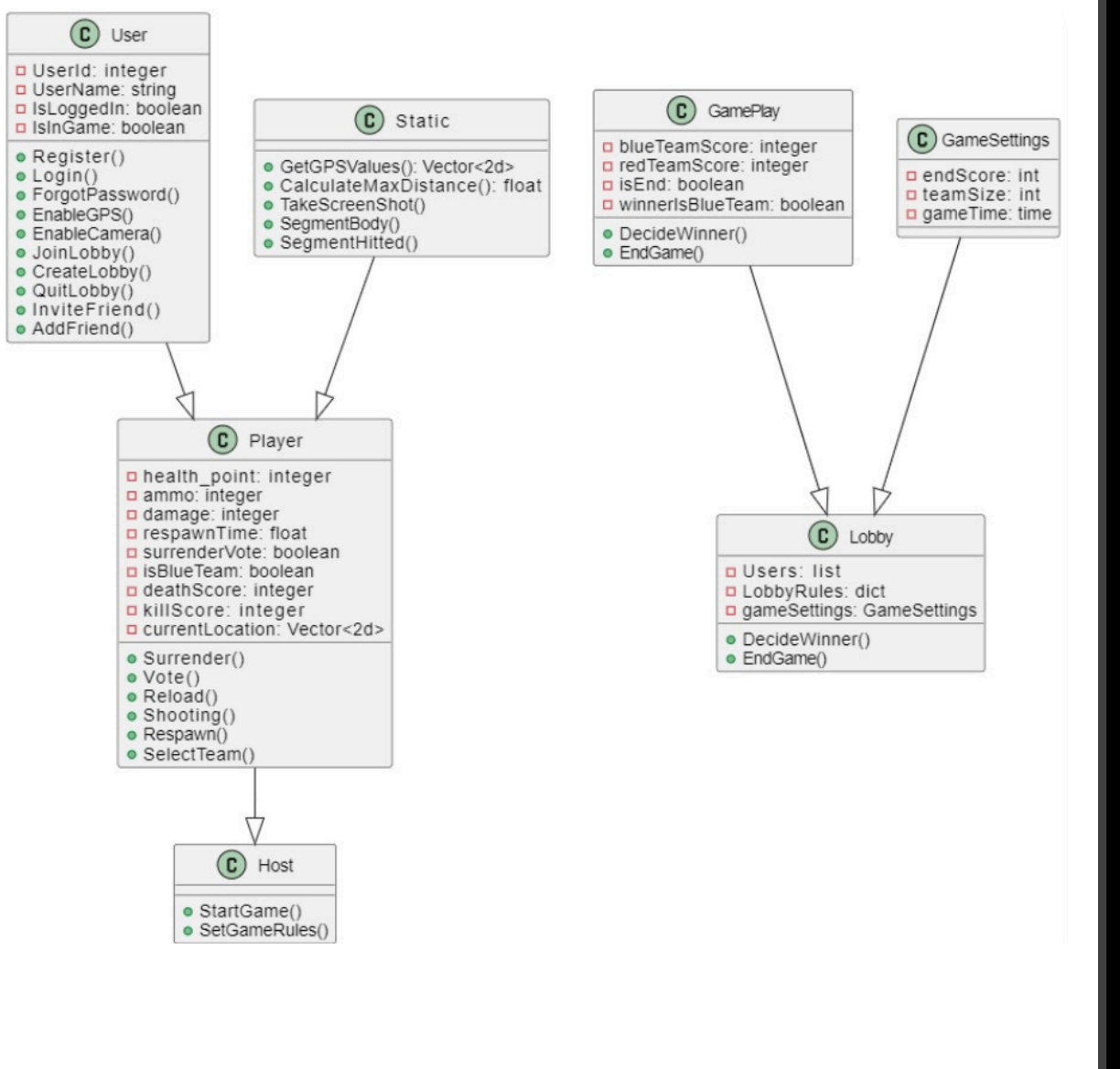









B L A S T S T R I K E





For More Information



ABSTRACT

BlastStrike showcases the synergy of several technologies, driving the evolution of mobile applications. The network component emphasizes robust and efficient connectivity while providing real-time database solutions. GPS tracking explores the impact of location-based services on user engagement. Body segmentation employs TensorFlow Lite for real-time detection of body movements.

Keywords: Body Segmentation, mobile application, GPS Tracking, network

INTRODUCTION

A new multiplayer mobile FPS game blends laser tag and paintball with digital tech, using real-time body segmentation for shooting detection and damage calculation. GPS and device orientation affect gameplay, while Firebase handles real-time communication, authentication, and cloud storage. This approach creates an immersive FPS experience, merging physical gaming with mobile convenience.

COMPANY INFO & PROJECT SPONSOR



SOLUTION

Synopsis Software Technologies solves large-scale software and big data challenges, helping clients become digital businesses. Guided by Founder & CEO Ethem Arkin, the Blast Strike team developed the project under the TÜBİTAK 2209-A University Students Research Projects Support Program

Blast Strike combines laser tag and paintball with mobile gaming. Players create lobbies, invite friends, and start playing using their phones. The goal is to shoot opponents; hits pause the player's screen for 5 seconds and score points for the shooter's team. The game ends at 5 points.

RESULTS

Blast Strike integrates real-time body segmentation, GPS tracking, and Firebase in a mobile FPS game. Key results include seamless gameplay, efficient communication, user-friendly features, and scalable performance. This demonstrates that advanced technologies can create an engaging, accessible gaming experience.

ACKNOWLEDGEMENT

We would like to thank our advisor Serdar Arslan and Dr.Ethem Arkin for introducing us to this project and for their support.

