



CYBER WALK



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TABLE OF CONTENTS

01

Game Concept

What is CyberWalk?

03

Demo

iOS and Android

02

Implementation

Problems
and Solutions

04

Future Improvement

Future Perspective

01

Game Concept

What is CyberWalk?

01

What is Cyberwalk ?



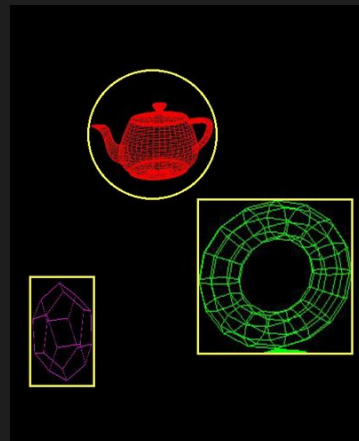
“Cyberwalk intends to combine high tech and outdoor activities, to encourage people to go out taking exercise and having fun”

(obviously not now!)

Game Logic

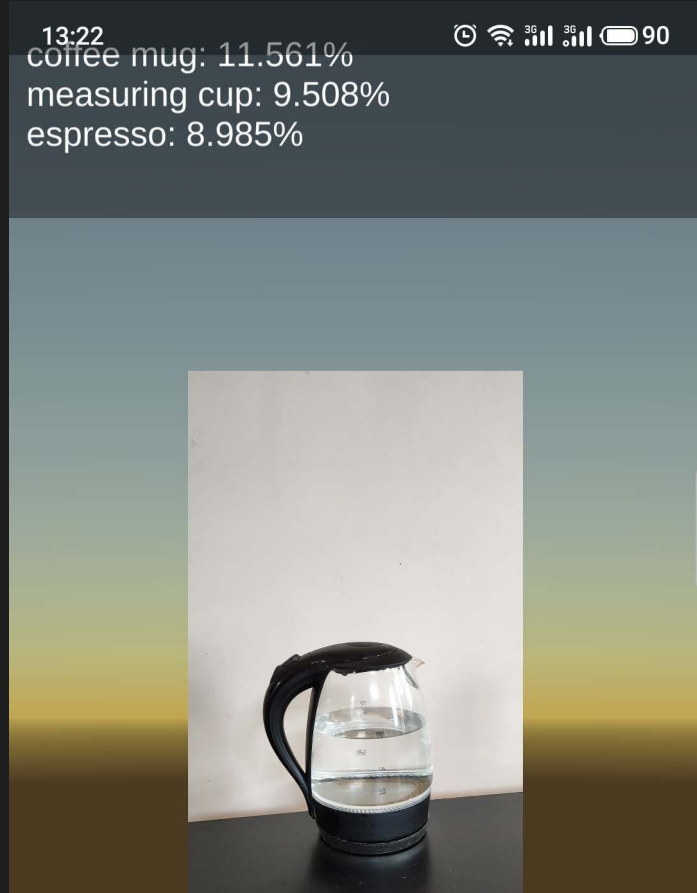


Apply AR and Object Detection



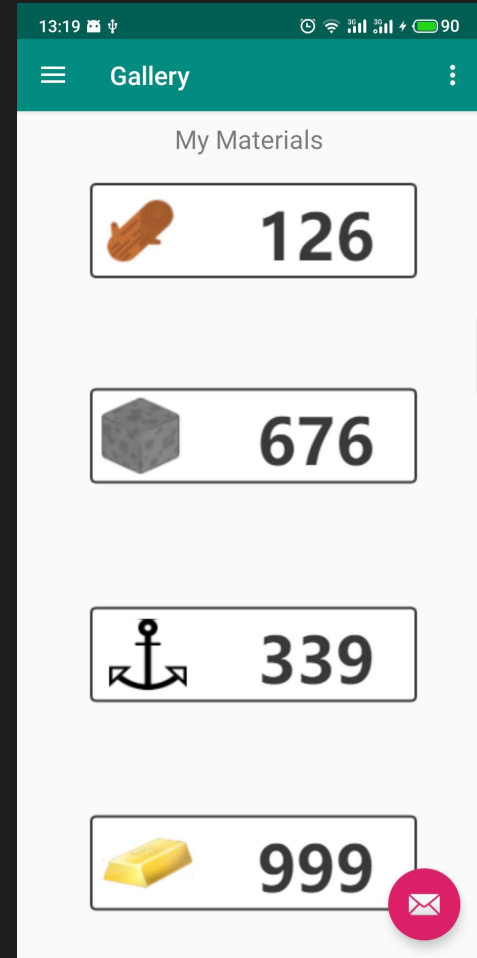
Game Logic

Step 1:
Detect target
and Acquire Materials



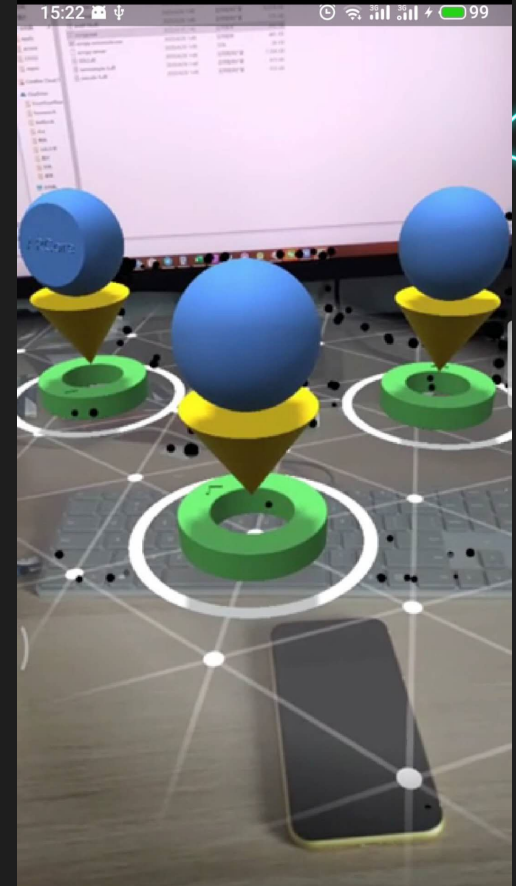
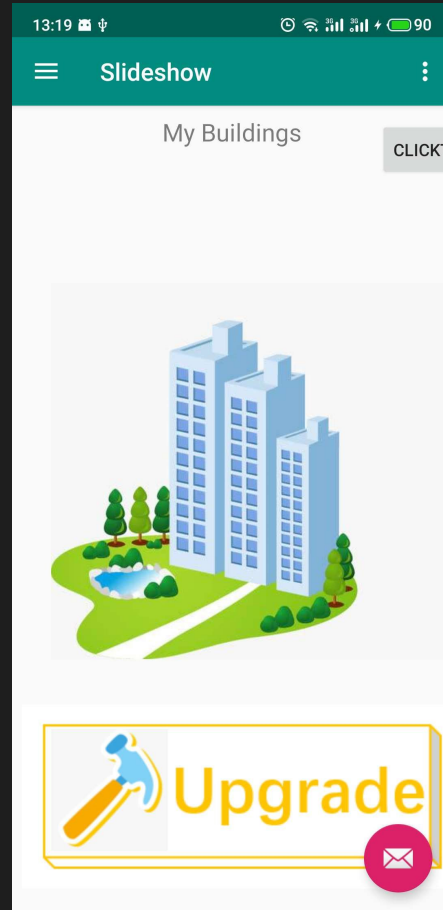
Game Logic

Step 2:
View materials collected



Game Logic

Step 3:
Use materials to
build and upgrade
Reward Architecture
and view them in AR
way



Game Logic



Step 4:

With New Release of Targets, different bonus and game task will encourage people to go out more.

02

02

Implementation

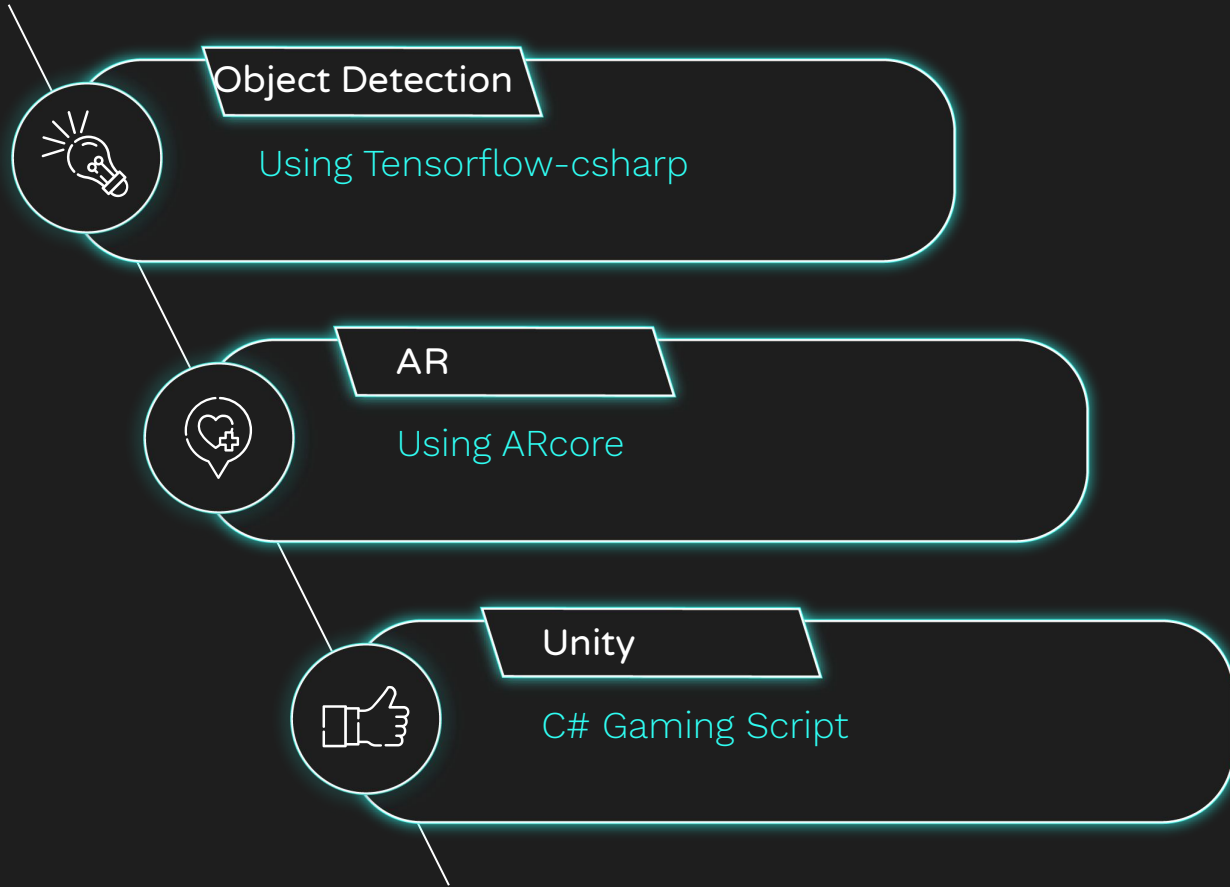
Problems and Solutions



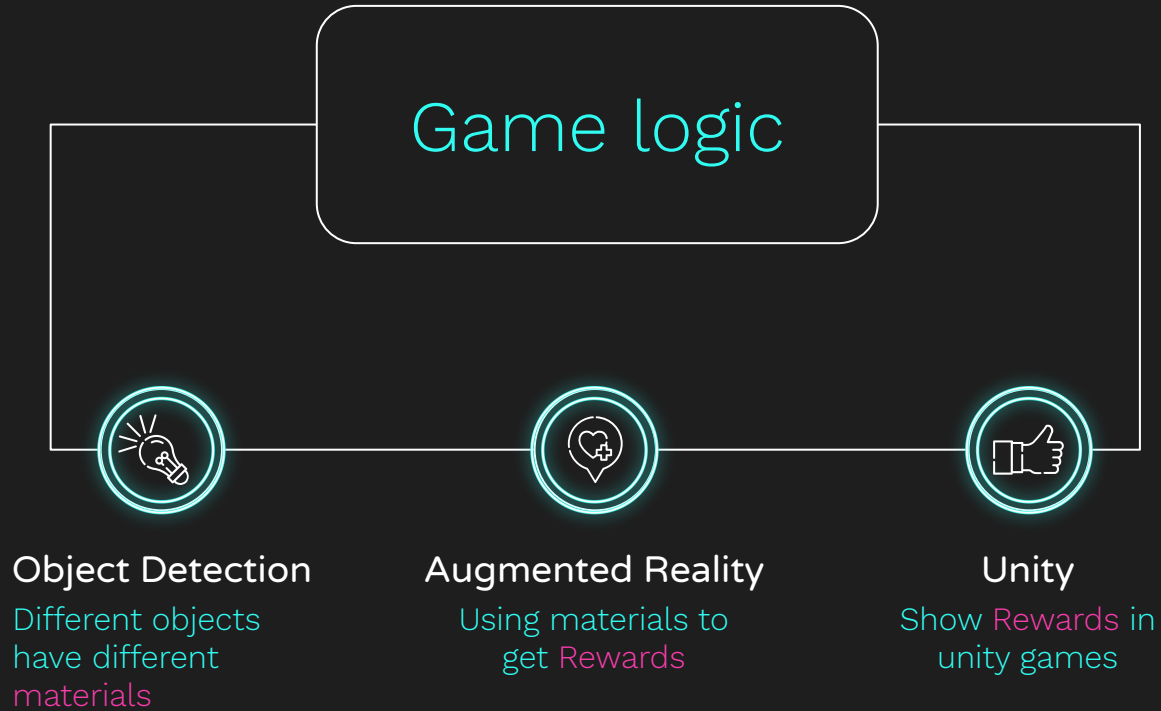
Android Version Implementation



Timeline



Game Logic



User Interface

Integrate Android
Studio with Unity3D



Android Studio
with Java



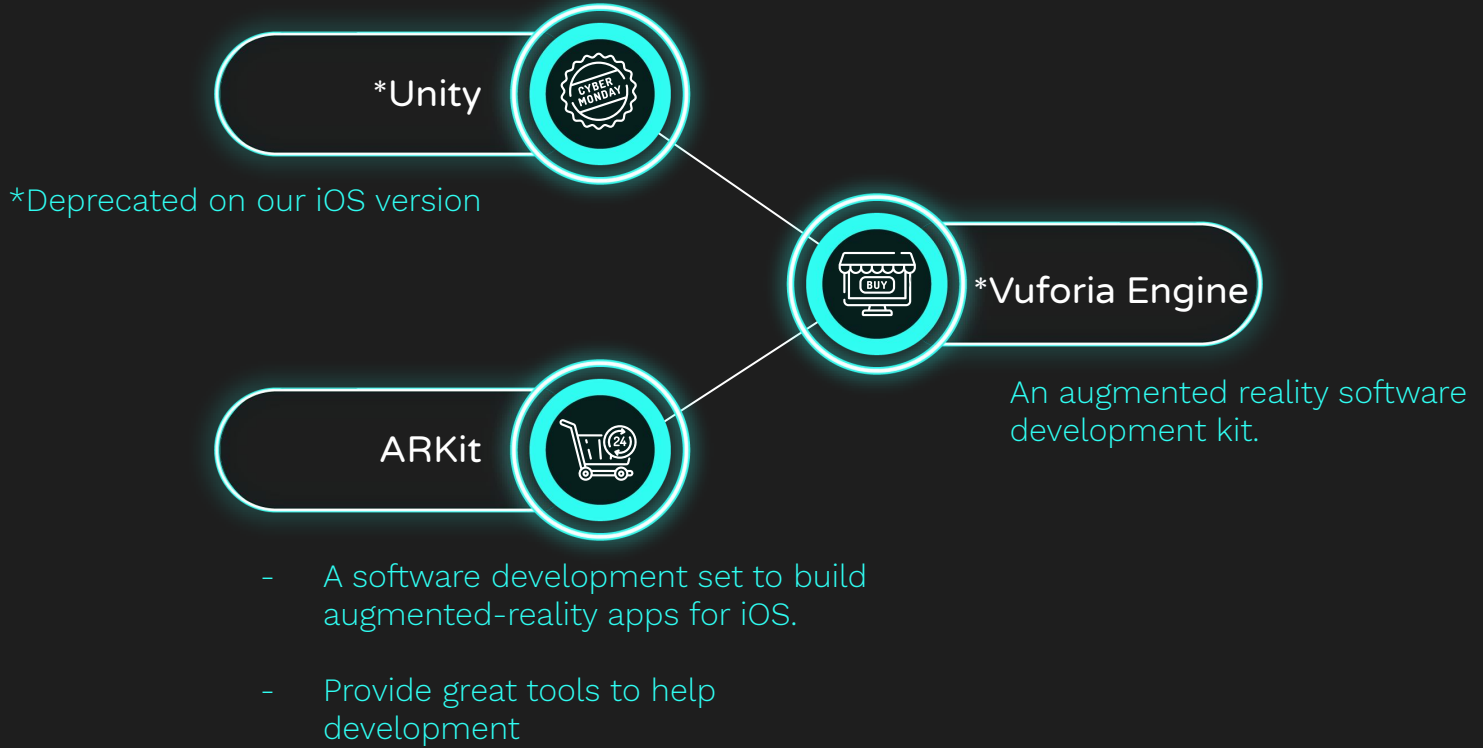
Unity



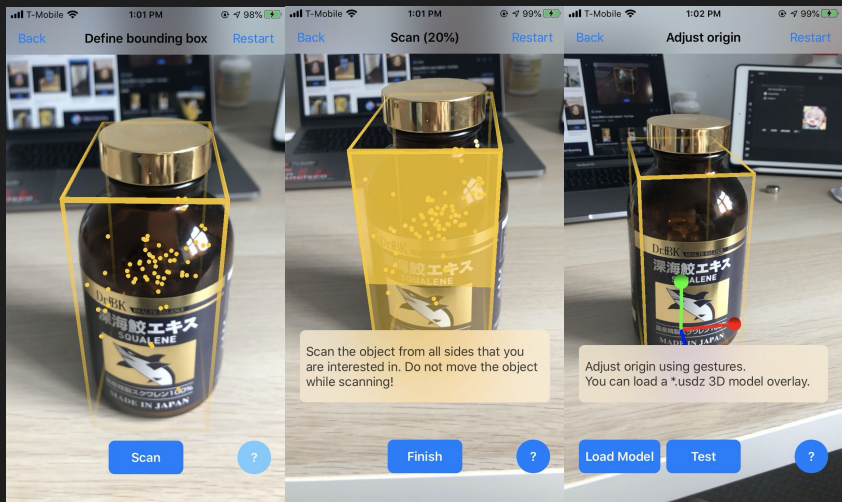
iOS Version Implementation



Tech Used



ARKit Tool: AR Scanner



Functions

ARKit Scanner detects features on object and creates AR object files by scanning it in 3D space.



How does it help our app?

We use it to easily create scannable Targets to be used in new release

Design Logic & Tech

Release

With ARKit Scanner, we can create new release and add targets to acquire



Object Detection for Targets

In game scene, ARKit tools with detection targets only in the database

Profile Page

Simple profile page for gamers to check materials and Rewards



View Reward

Displaying Gamer's Reward using ARKit in AR way

03

03

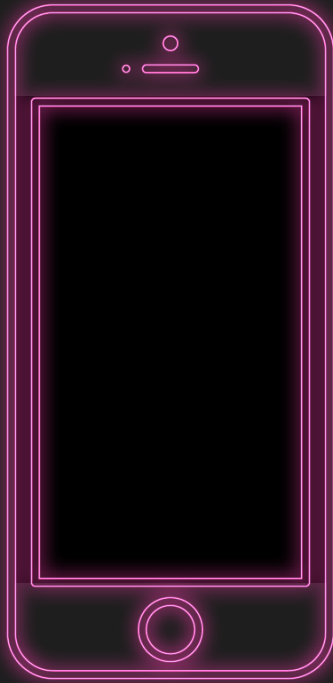
Demo

Both iOS and Android

Android App Demo



iOS App Demo



04

Future Improvment

Future Perspective



Problems Remaining

User Interface

Separated UI design
and UI style on iOS
and Android

AR Reward

We want to display
and upgrade the
reward better

Game Design

..yes, clearly this is
not a perfect game

Object Detection

Delay on Android is
an obvious problem

Future Plan

Anti-Cheat

Improve Game Design

Performance

Improve the Object
Detection Performance
and AR Reward Effect

Universal UI

Develop same UI style for iOS
and Android, maybe using
React!



THANKS!

Do you have any
questions?



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