

Danyil Tymchuk

AR GAME

How do I develop the AR Game



DANYIL TYMCHUK

Software Developer

What do

Do everything related to this game and this presentation



WHAT DOES THIS GAME DO

AR Game

TimeKiller



BRIEFLY ABOUT IT

- ▶ •**Count the number of successful ball catches**

The essence of the program: is to make it possible to throw a virtual tennis ball against the wall and catch it back

- ▶ •**Count successful hits**

- Throw the virtual balls into the virtual trash bin



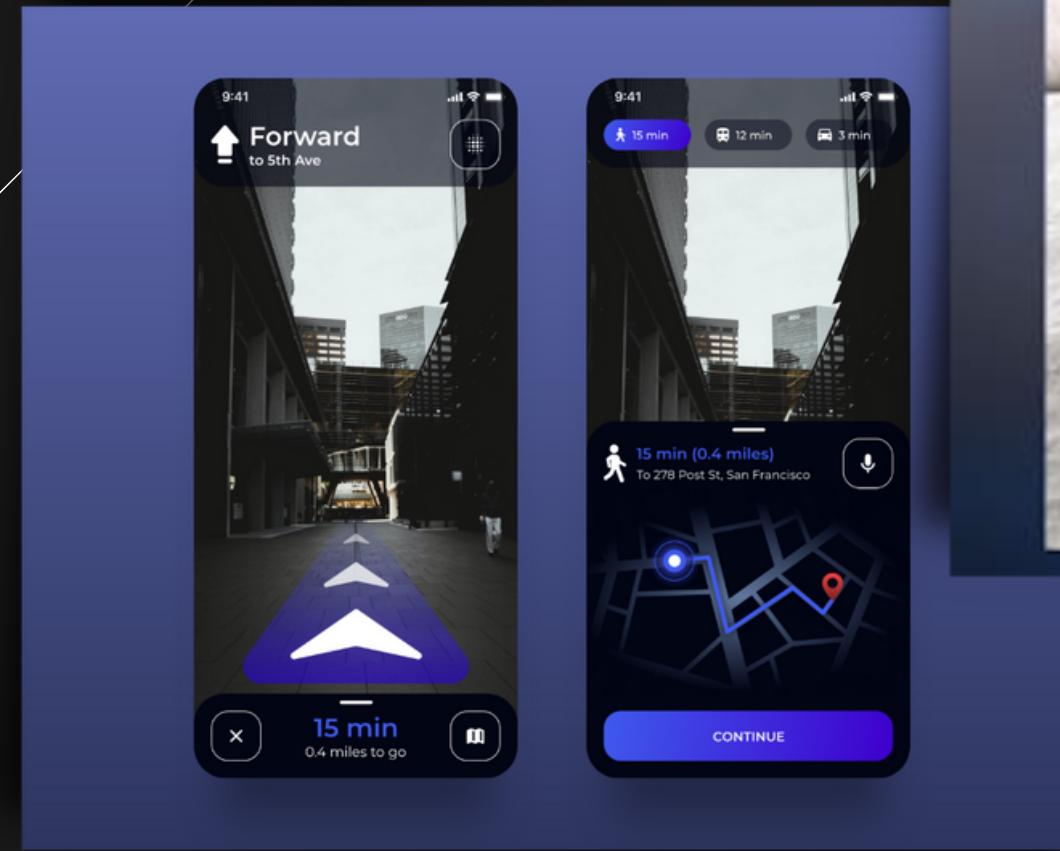
Evidence of the understanding of the concepts of pre-production, navigation flowcharts and storyboards in terms of

- Research and Exploration of existing projects
- Layouts/Sketches/ Storyboards/Flowcharts
- Content and Information Architecture
- Scheduling and Project Management



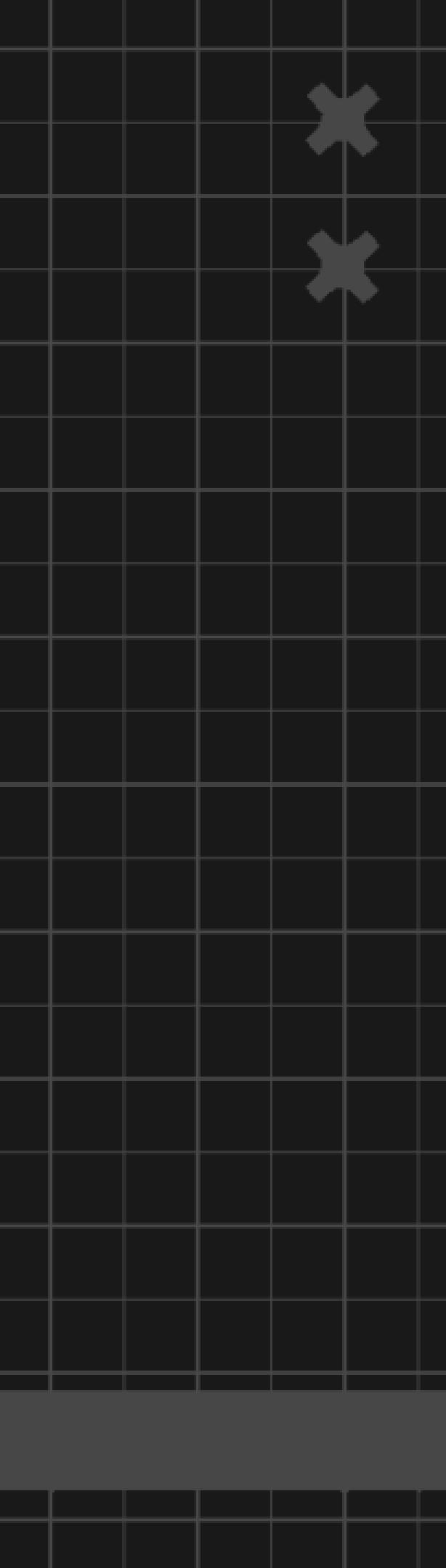
I researched existing AR Programs and Games

I will use a similar UI/UX design



I researched existing AR Programs
and Games

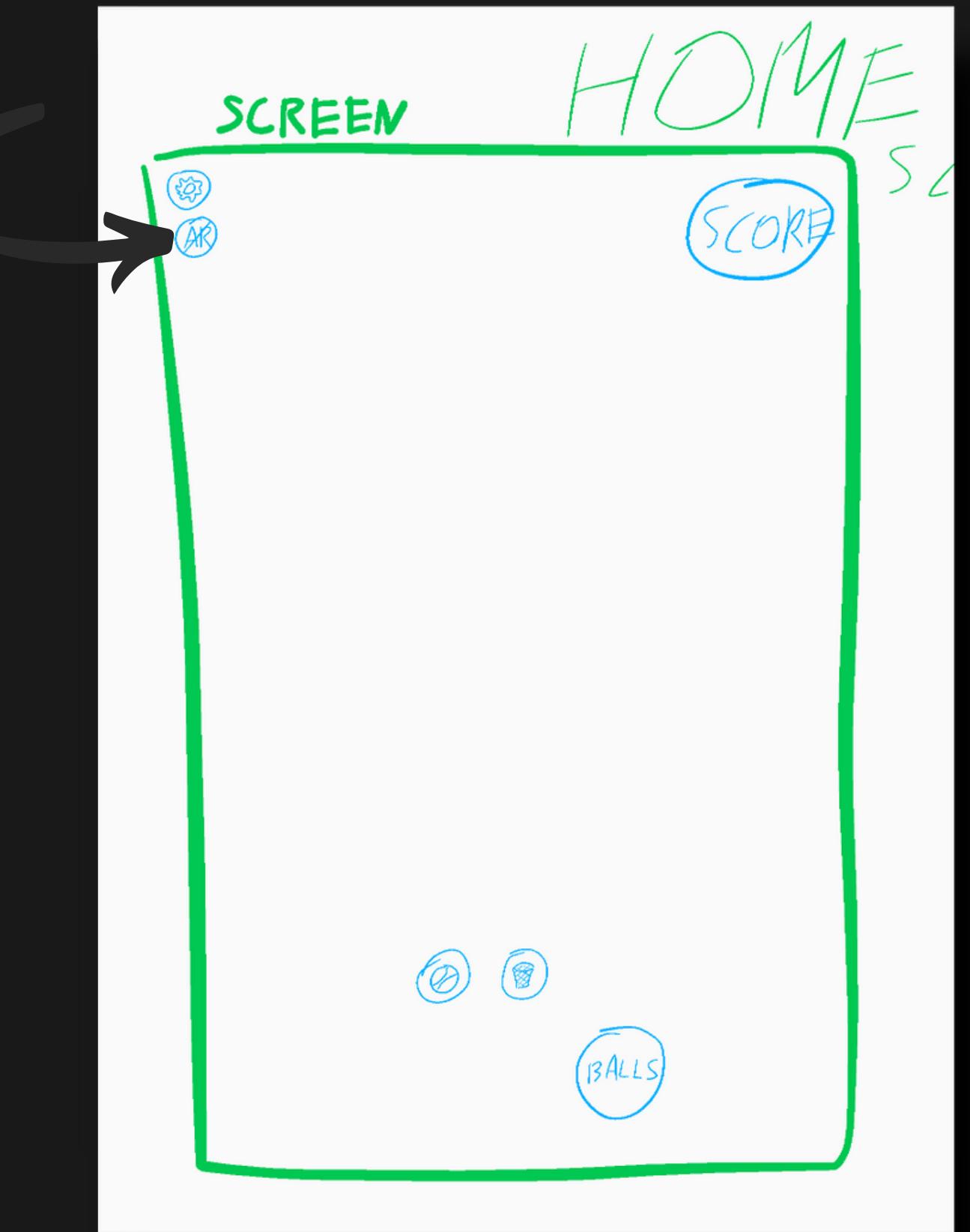
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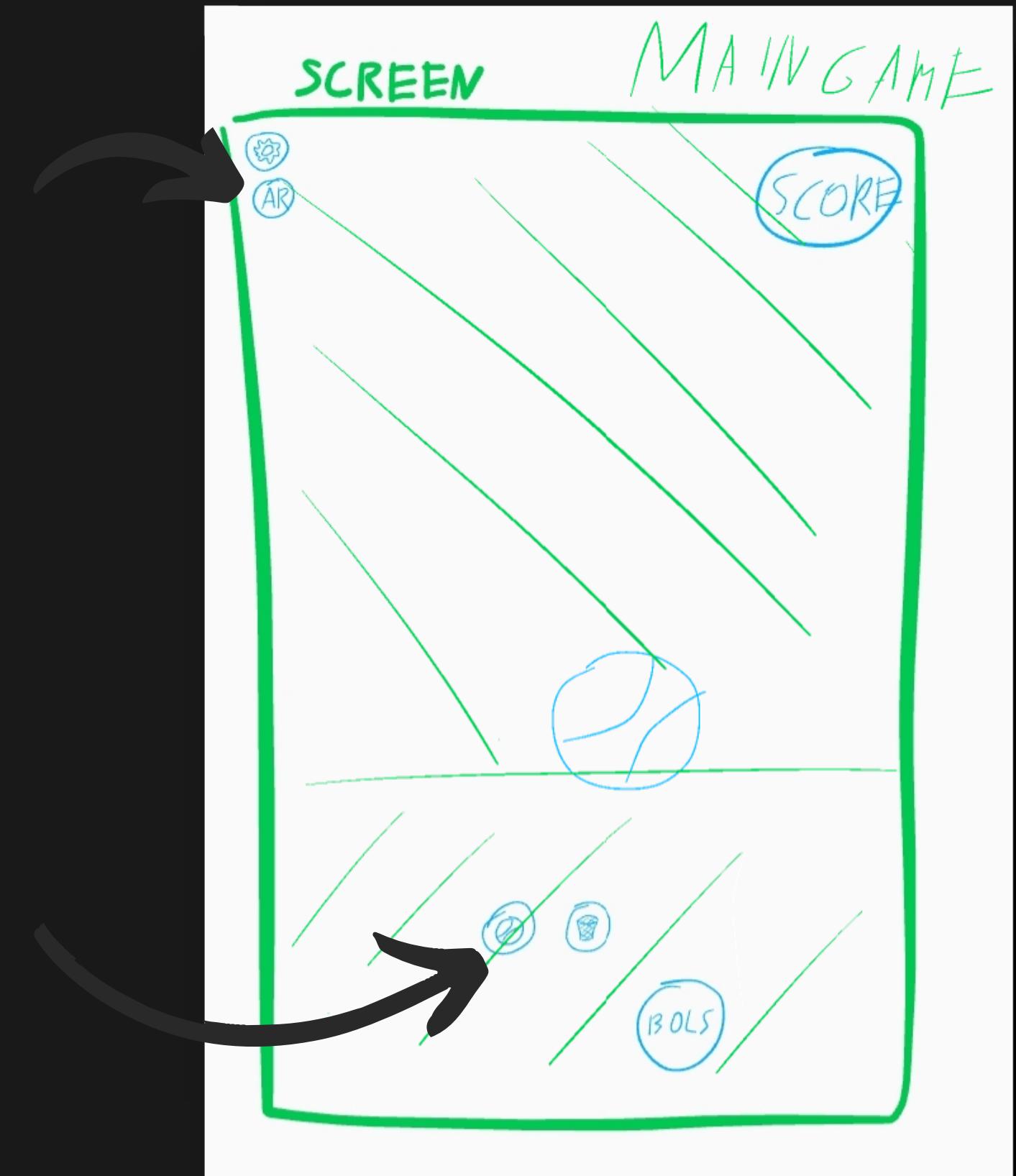
REFERENCES

Layouts/Sketches/Storyboards/Flowcharts

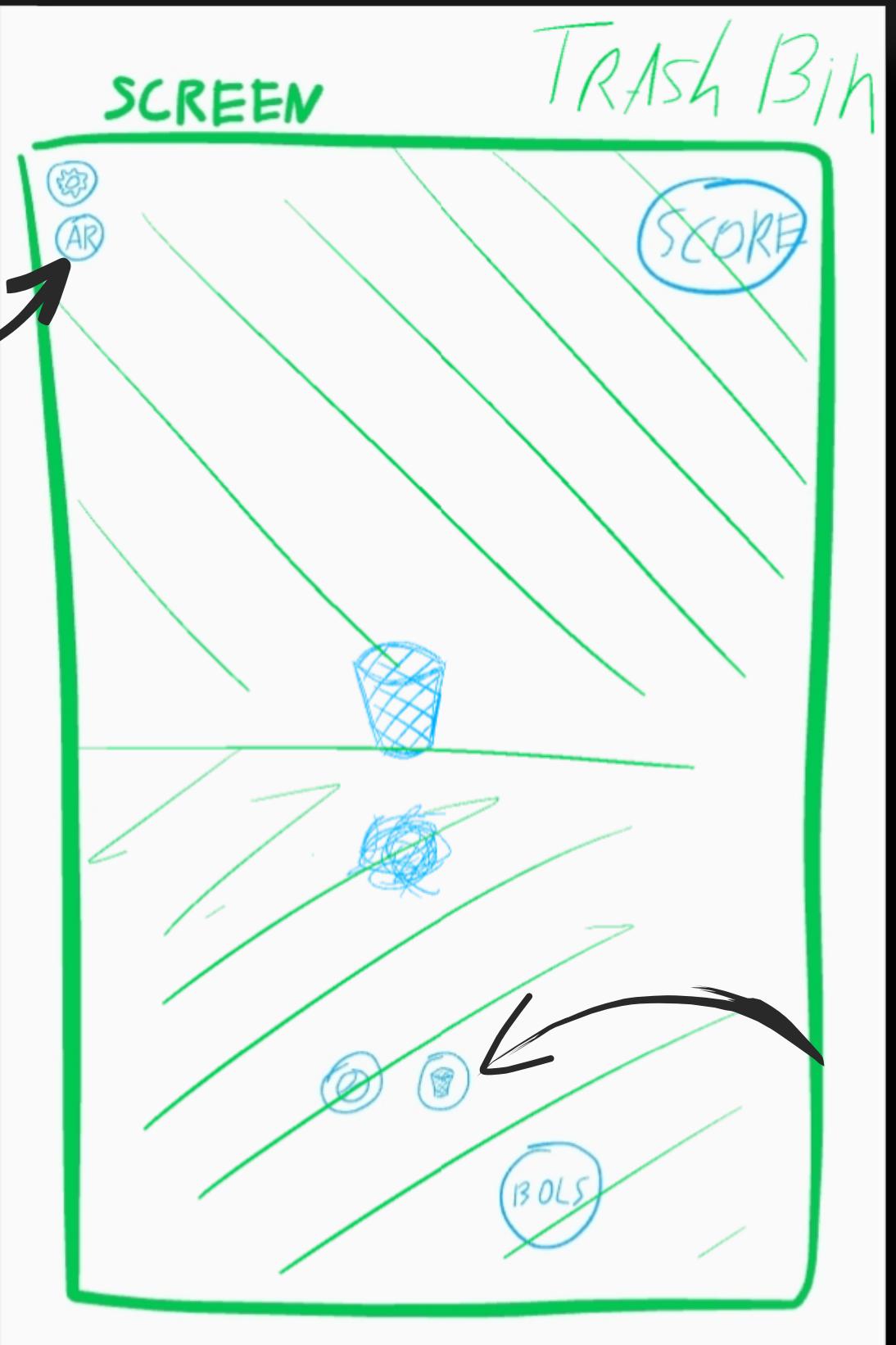
HOME SCREEN



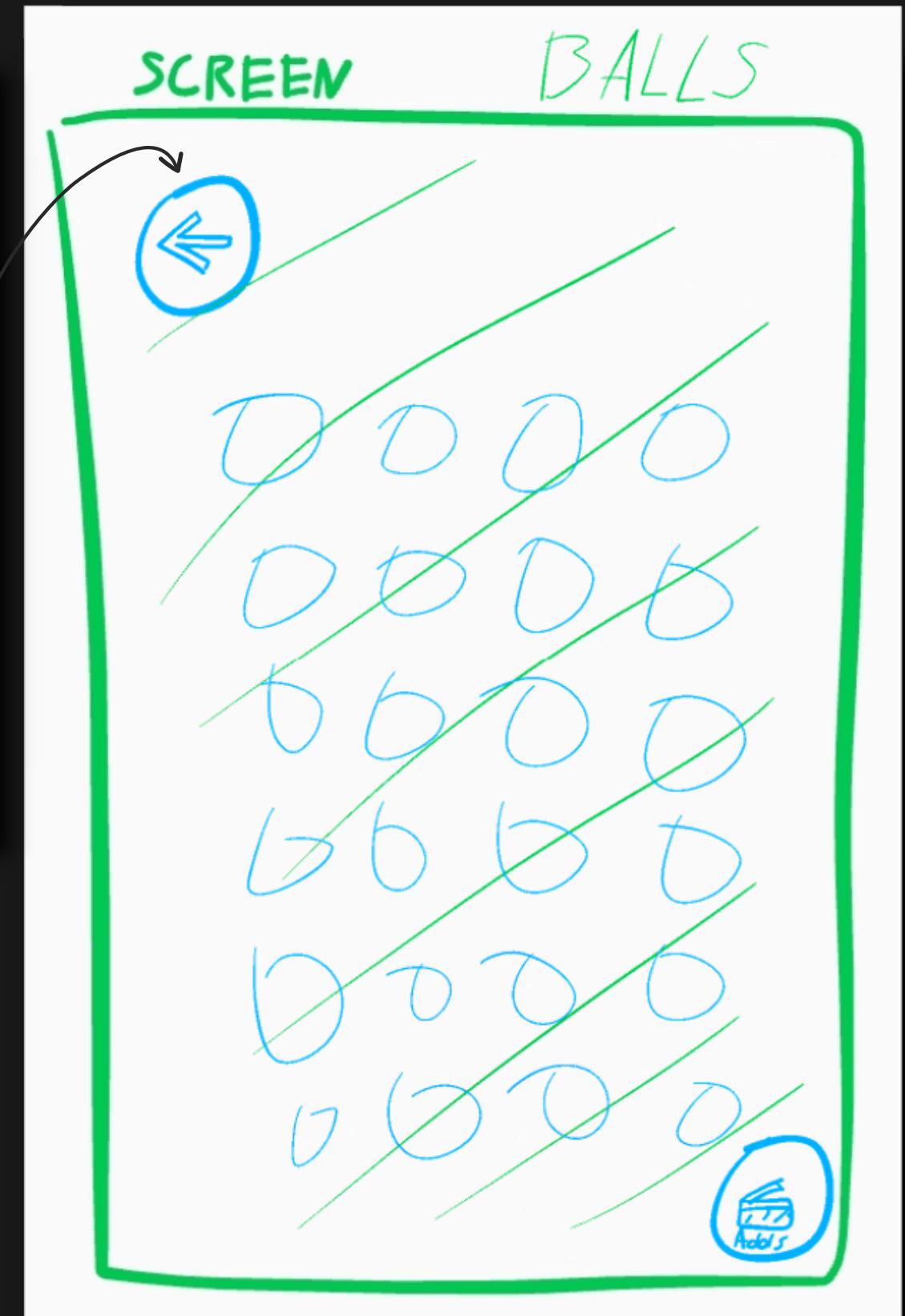
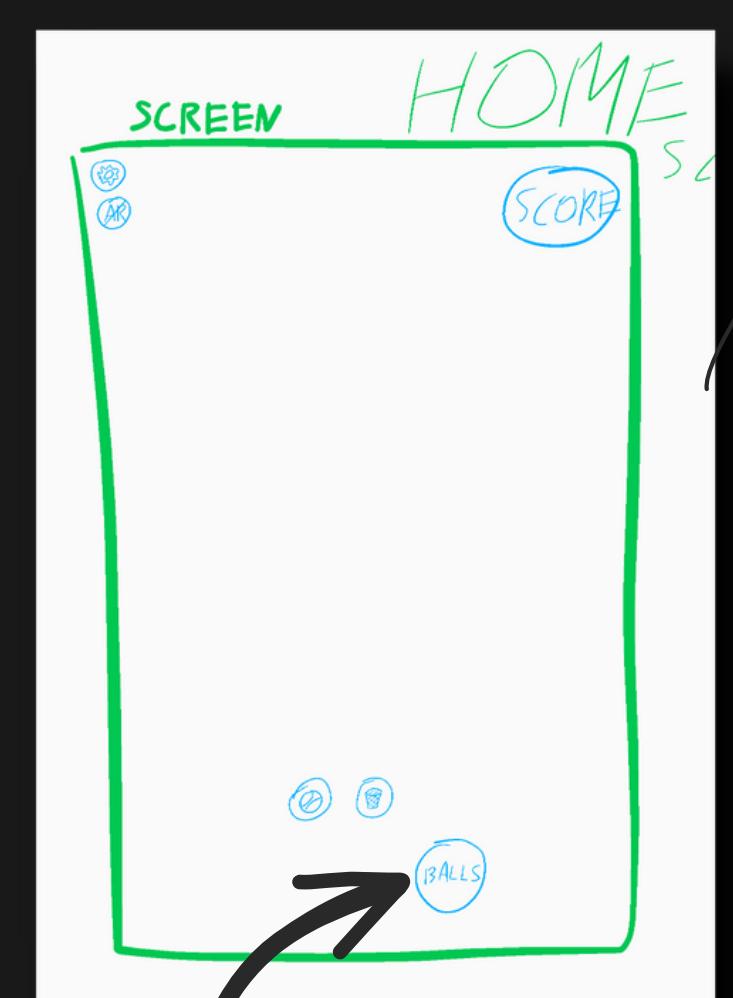
FIRST GAME



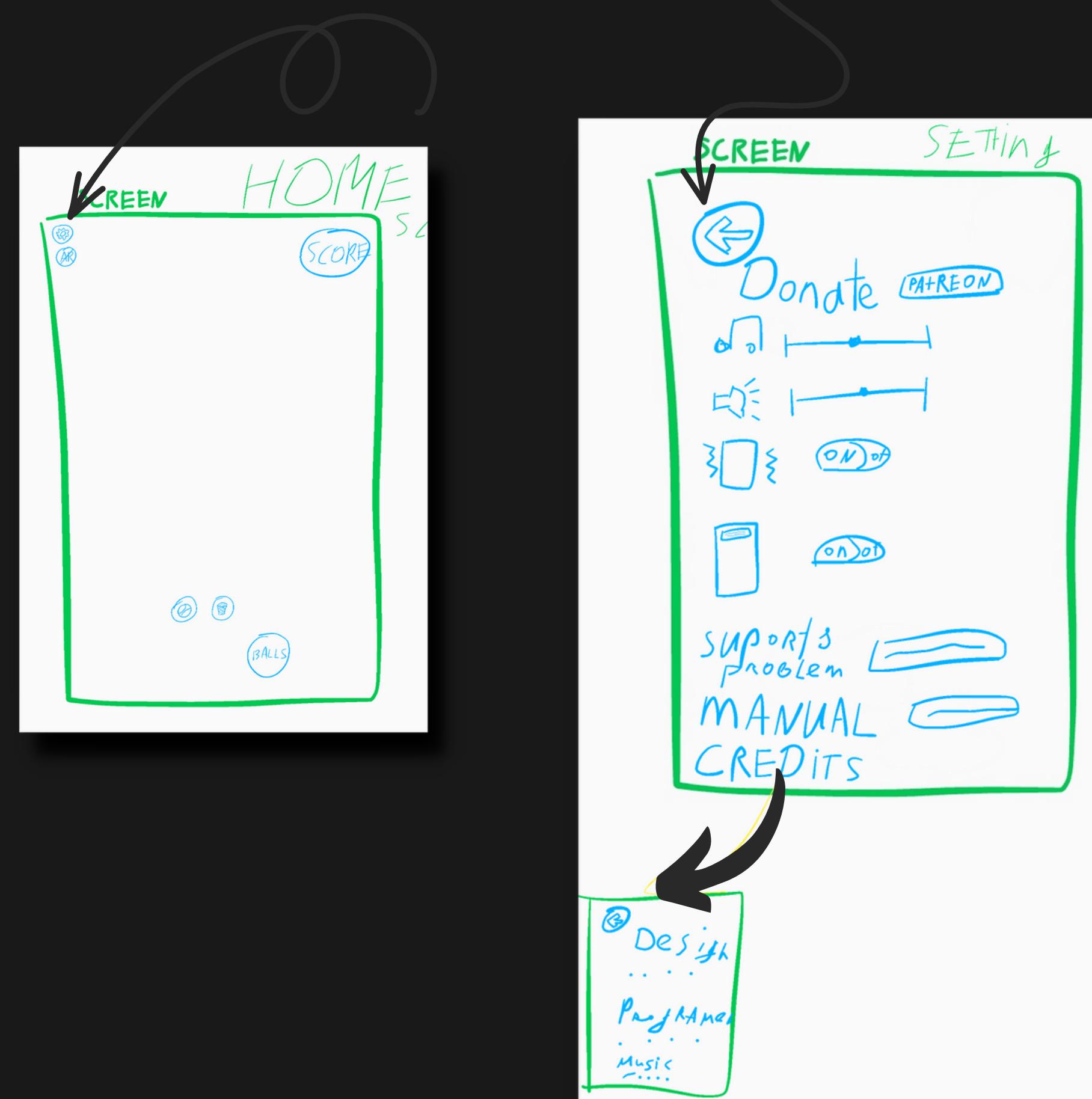
SECOND GAME

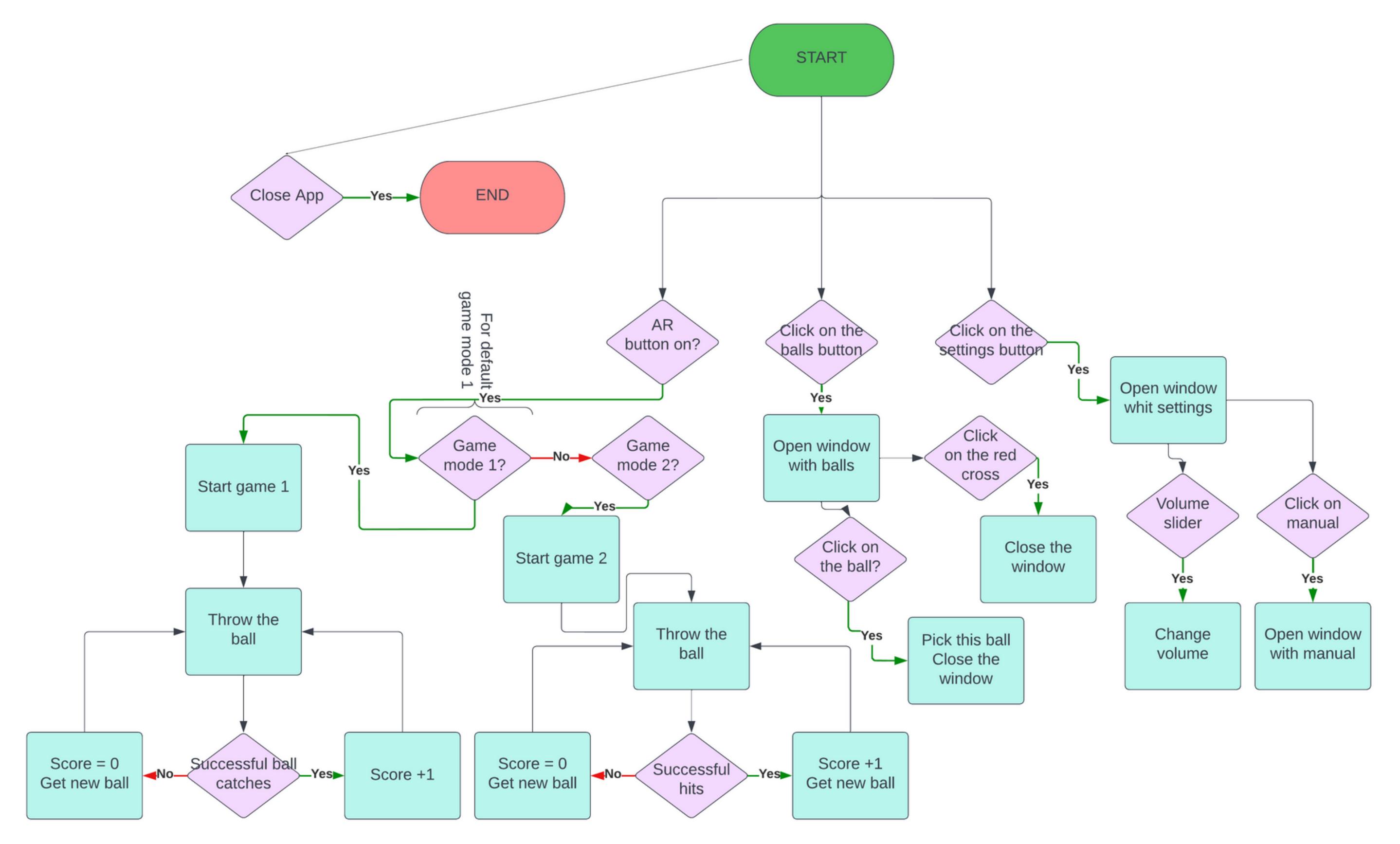


CHOOSE OF BALLS



SETTINGS





Flowcharts

HARDWARE AND SOFTWARE REQUIREMENTS

Content and Information Architecture

Bluetooth connectivity/Wi-Fi
Field of view in 3D view(camera)
Display capacity
Visual tracking
Digital projectors
Accelerometer
Gyroscope
Magnetometer

Android 7.0 or newer

HARDWARE AND SOFTWARE REQUIREMENTS

For developer

Hardware

PC or Laptop
Linux / Windows / macOS

<https://docs.unity3d.com/Manual/system-requirements.html>

Software (Coding / Development)

Unity 3d (language: C#)
Android Studio
Android SDK

Developer account in Google Play

Software (Graphics / Design)

Figma
Photoshop
Blender

SCHEDULING

Project Management

Task	28/11/2022	05/12/2022	12/12/2022	19/12/2022	Christmas	09/01/2023	16/01/2023	23/01/2023	30/01/2023	06/02/2023	13/02/2023	20/02/2023	27/02/2023
Research													
Planning document													
Design document													
2d / 3d models													
First testing													
Test													
Hardware testing													
Prototype													
Coding													
Development													
Bug fixes													

X

X



Identification of file formats compatible with authoring software both for import and export

- Text files
- Graphic files
- Video files
- Sound files
- Animation files

Files

Text

.txt
.pdf
.doc
.csv

Description
Manual
Credits

Graphic

.png
.jpeg
.psd
.svg

Icon
2d objects
3d objects
Windows
Background

Video

.mkv
.mp4

Loading screen
Manual

Sound

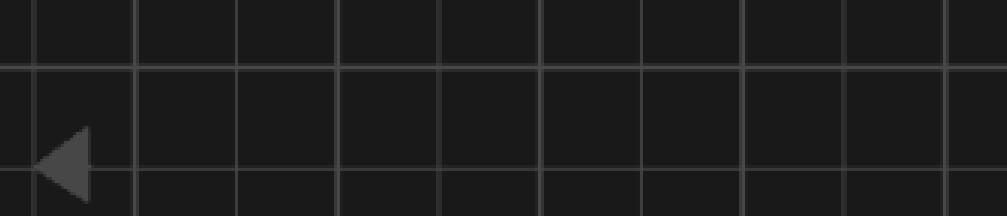
.mp3

Sound and
vibration
response to
button presses,
swipes, etc
Background
music

Animation

.svg
.gif

Opening windows
Change of ball /
game mode



Identification of various methods of duplication and distribution of projects for example

- Devices: e.g.: Web, Touch Screen, Tablet, Smartphone, DVD &CD Rom
- Platforms e.g.: PC, Mac

DEVICES / PLATFORMS

Devices

Phones or Tablets with the Android OS
*Android 7.0 or newer

Google Play
Website
Cloud
Flash drive
USB cable

Platforms

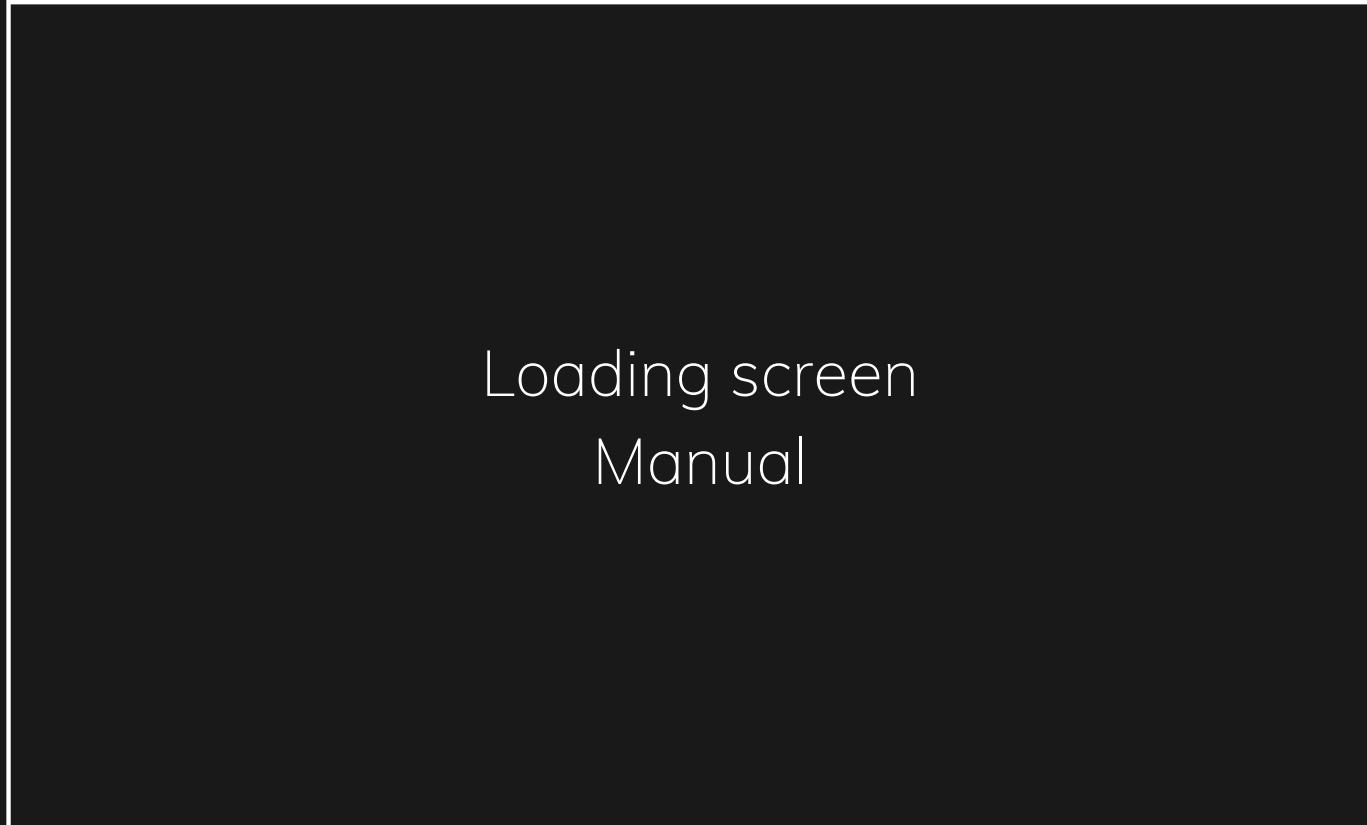


Distinguishing between linear and non-linear projects

- Linear examples: splash page / animated gif/autoplay CD / DVD
- Non-Linear examples: website / CD Rom / DVD / touch screen devices

LINEAR / non-LINEAR

Linear



Loading screen
Manual

Everything else, for example:
Game
Game selection
Change the ball
Switch between windows
using the buttons

Non-Liner



END?

I hope you enjoyed my presentation of my AR Game

I hope you liked the concept of the game and its mechanics. I am looking forward to the presentation of the finished project.

See you!



ARE YOU READY
TO ENJOY MY AR GAME?

Danyl Tymchuk