AR Pets

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What?

A game-like interface to simulate the possession of a pet using augmented reality technology. This app has multiple uses but the primary is to attempt to give the "player" a pet that they raise that has real time consequences and rewards.

Features

- Three-stage life-cycle from child to adolescent to adult.
- User is responsible for care of the pet (feeding, playing, etc)
- Progress will be denoted by an affection/joy meter, as it fills the user unlocks different tricks or a stage progression of the pets lifecycle.
- Neglect can result in the pet running away
- Custom modeling and animation

Why?

- VR/AR is the future of human-computer interaction
- No killer apps yet exist for the platform
- Can we develop an emotional attachment?
- How to interact? - What feels real?

The Plan

- Baseline Goal: Play fetch
  - Ball interaction
  - Physics
  - Animal interaction
  - Animation
- Stretch Goal: Your new best friend
  - Emotions and unique personalities
  - Every pet is different
  - New tricks and games

The Tech

- Oculus Rift
- Zed Mini
- Project North Star??

Current Research

- Animation Planning
- Modeling
- Unity
- AR Hardware