CRACK IT!

Communication Game

OUR TEAM

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AGENDA

-Our inspiration.

-Our idea.

-How we implemented this.

-Future plans.

OUR INSPIRATION

Autism is a neurological condition that is characterized by difficulties with social interaction and communication and by restricted or repetitive patterns of thought and behaviour.

For people who struggle with this condition we tried to come up with a fun way a way to be able to integrate socializing and communication into their skill set through an interactive puzzle game implemented with augmented reality.

OUR IDEA

In our two player based game, a solver and a helper are to be able to scan certain images to display different puzzles with the solution separate from the actual puzzle itself.
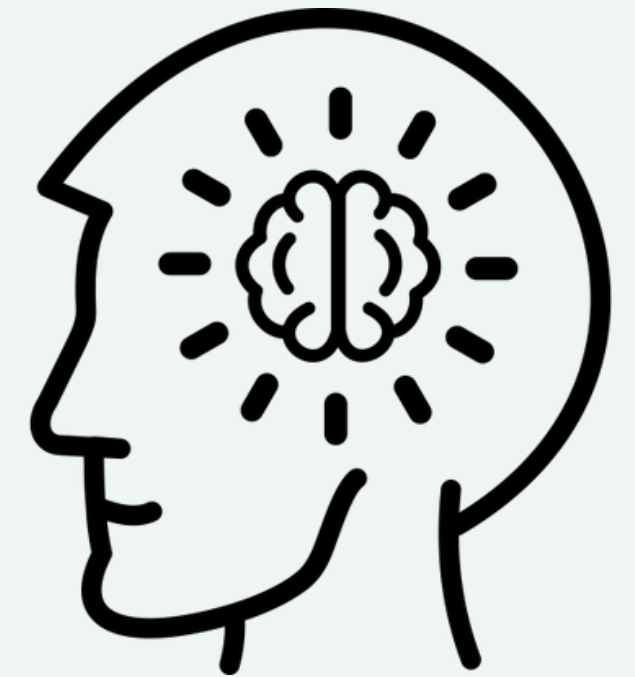
IMPLEMENTATION

As mentioned previously, Crack It was developed on Unity game engine which provided us with the needed 3D environment we have envisioned our idea on.

We also merged Vuforia engine with our project, and it aided us upload our personalized models to be able to implement them into our environment(as image targets).

Regarding the functionality of Crack It, we have used C# to implement scripts and apply them to our game objects.

FUTURE PLANS

It is with no doubt we strongly believe as a team that Crack It has so much more potential than the current version as this is just a demo.

We want to someday implement these features:
- More levels with different complexities
- Online capability
- Audio availibity

These are just some of our very ambitious ideas.

ANY QUESTIONS?

THANK YOU

FOR
LISTENING

AS WE CERTAINLY MAKING IT;)