



Smoke Fusion

An interactive game designed for amusement parks, engaging children and encouraging physical activity by utilizing interactive screens distributed throughout the park.

- **RFID Integration:** Uses RFID cards to identify players and track their progress, creating a personalized experience.
- **Immersive Graphics:** Developed with Unity3D using the Universal Render Pipeline (URP) and custom shaders to achieve a glowing, visually striking effect.
- **Android Kiosk Design:** Optimized for kiosks with Android, providing a seamless experience on large interactive screens.
- **Test Version Available:** An online version is available for testing and simulating the experience before visiting the amusement park.

Check it out [here](#).

Skills/Tools: Unity3D, URP, RFID Integration, Custom Shaders, Android Development.