AR GAME

Afbeelding met gras, persoon, boom, buiten

Automatisch gegenereerde beschrijving

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# Core concept:

Augmented reality game used to navigate through a forest path and enhance the experience of children.

# Core theme:

A searching game where you must use an AR camera to find clues.

# About:

This is a game designed around the product specifications created by a client. This client is a company in the Dutch Velue, where they organize walking trips through nature. The client has stated they want a game that entertains children during these walking trips. We designed a “tracker” experience where the children can navigate for their parents using clues left among the path of the route.

# Target audience:

The target audience are children of age 4-10. This means the product needs to be simple and entertaining above all else.

# Engine:

The engine we use is Unity version 2021.3.15f1 LTS, with added Android build support.

# Platform:

The platform is Android. Distribution will be done through an APK file.

# Development team:

Ingmar van Busschbach: Product Owner

Miguel Heijmans: Lead Developer

Olaf van Egmond: Notulist

Finley Murronmaa:

Reily Nooij:

Micha Janssen:

# Client needs and wants:

The client has stated the game needs to entertain children. As children have short attention spans, this means that the game must be able to entertain them for the entire length of the walking route, and/or keep them interested in continuing the route, while ensuring the children are still paying attention to where they are walking, to avoid them from injuring themselves if they play a game on the phone without paying attention to where they put their feet.

# Core gameplay:

The core gameplay of the game will be the usage of Augmented Reality. The game will leave footprint clues for the user to find through the AR camera. After tracking the footprints, the user may find the source of the footprints – an animal such as a boar, wolf or bird.

# Technical implementation:

The game uses AR and GPS tracking to create the basic experience of the game. As such, implementing these systems as soon as possible is crucial for the success of the project. After that, we must create a system that creates a line between two GPS coordinates, allowing us to spawn objects along that line. These objects get their own GPS coordinates, and are only visible to users within a certain distance of those coordinates.