Project Proposal

Looking to create Augmented Reality (AR) game, using ARKit toolkit. The proposal for the project is to create a 3D platform game. The idea for the game is to create a floating island where a player progresses through the levels. Where the level design changes based on the environment that the player is at; and the progression is dependent on the camera view of the player. All of this would be implemented without the use of the marker. As it is still a new platform, this project will be achieved by firstly creating a series of exercises, prototypes, where the aim is to find the constrains of the new platform for the game implementation. Aiming to look at following key areas: physics, tracking, environment implementation, user interaction, lighting.

Anyone who has compatible device will be able to enjoy this game. With technology improving and evolving around virtual reality; this project seems to be suitable for the current market. USP for the project being the adaptation of the environment in game based on the player environment, as well as marker-less implementation.

This project will be implemented using Unity/C#, and Xcode/Swift will be used to test it on the iPhone 7 device. Blender will be used for Assets creation and Visual Studio for code editing. GitHub will be used for version control and Trello as the management software. This project will be implemented using SCRUM methodology.

Aim platform of this project are mobile devices, more specifically iOS. MacOS is required to test the implementation at each stage, as-well as compatible iOS device. Unity, Visual Studio and Blender are software that will be required and used for implementing this project. Finally, some physical space is required for testing the AR.

Primary choice of mentor for this project is Marius Varga.