

# Street Fighter Resurrection

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## 1. Abstract

Gamicon is a modern version Street Figher resurrected using natural I/O devices and interaction methods with help of with Vuforia and Unity3d:

Keywords: Interaction methods; Vuforia; Human Computer Interaction; Augumented Reality.

## 2. Introduction

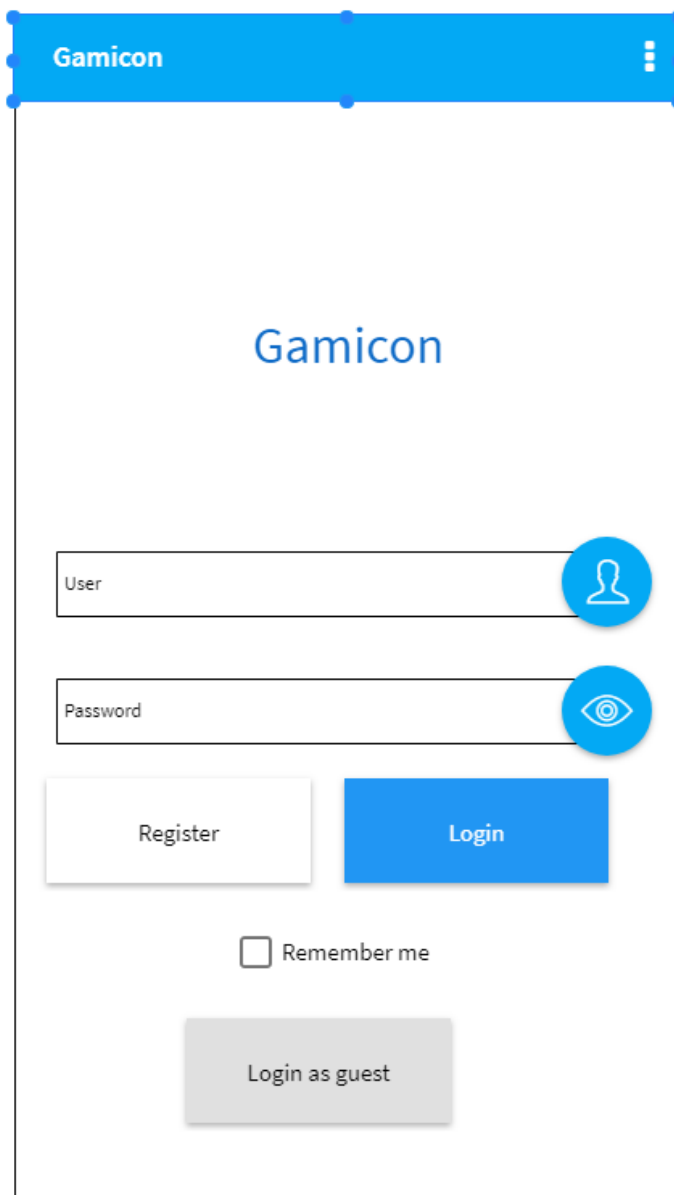
Effective interfaces are visually apparent and forgiving, instilling in their users a sense of control. Users quickly see the breadth of their options, grasp how to achieve their goals, and can settle down to do their work.

Effective interfaces do not concern the user with the inner workings of the system. Work is carefully and continuously saved, with full option for the user to undo any activity at any time. Effective applications and services perform a maximum of work, while requiring a minimum of information from users.

## 3. Information Architecture. From Design Patterns to Visual Design

Patterns of Human interaction

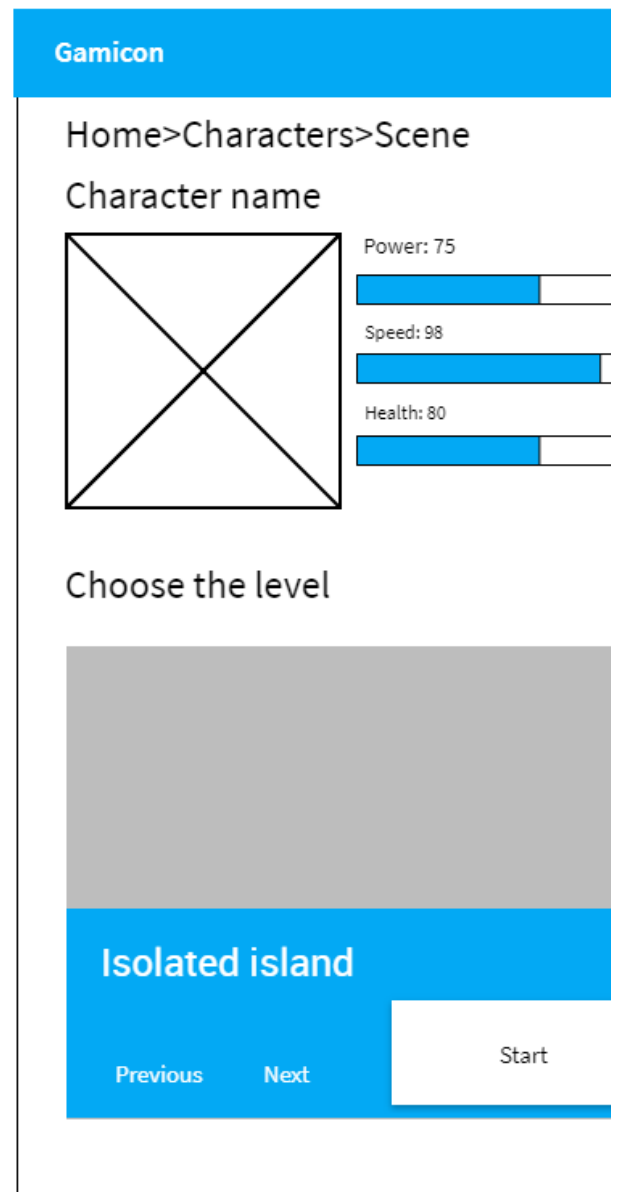
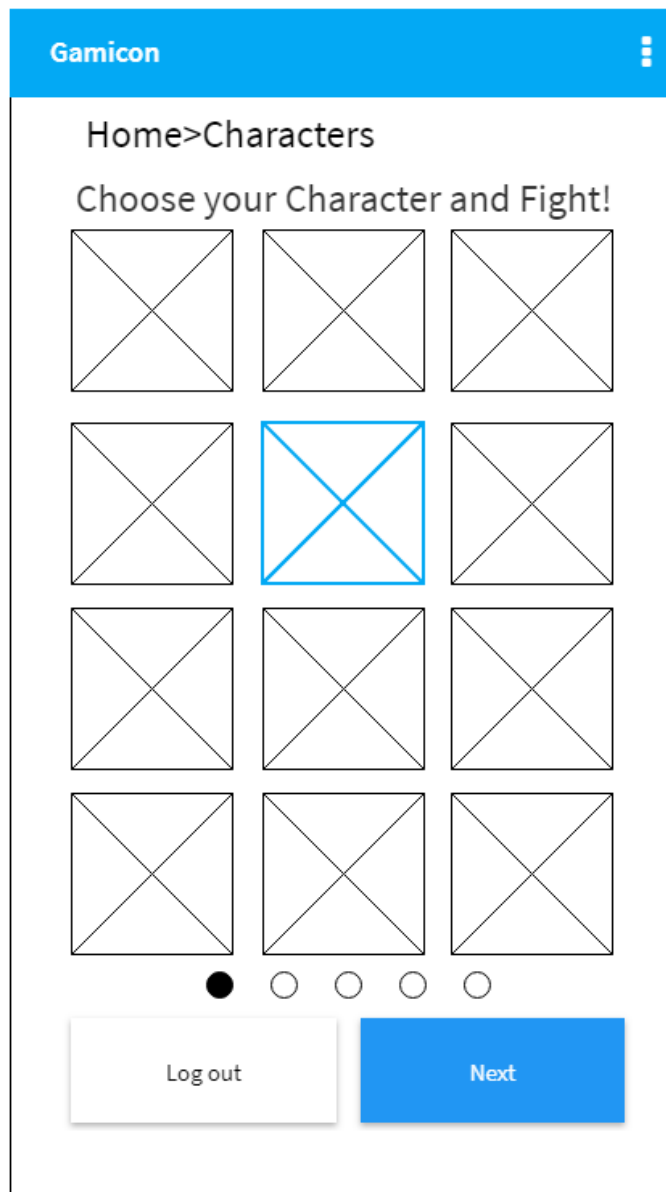
- Deferred choices - user can log in as guest.



The image shows a mobile app login screen for 'Gamicon'. At the top is a blue header bar with the word 'Gamicon' in white on the left and a white three-dot menu icon on the right. Below the header, the word 'Gamicon' is centered in a large blue font. Underneath, there are two input fields: 'User' and 'Password'. The 'User' field has a blue circular icon with a white person silhouette to its right. The 'Password' field has a blue circular icon with a white eye to its right. Below these fields are two buttons: a white 'Register' button and a blue 'Login' button. Under the 'Login' button is a checkbox labeled 'Remember me'. At the bottom is a grey button labeled 'Login as guest'.

#### Information Architecture

- Lists of objects - heroes that user can select;
- Global navigation - user can go to settings from every screen;
- Breadcrumbs - navigation between pages.



Different communication paradigms in context of augmented/virtual reality.

- Textual - information from pregame displayed on the screen;
- Graphical - material icons placed over the UI;
- 3D - the scene will be a 3D world.

## 4. Conclusion

This document has introduced the concept and basic principles of human computer interaction and augmented reality.

## 5. References

## Interaction Design

[First Principles of Interaction Design \(Revised & Expanded\)](#)<sup>t</sup> , by ASK TOG ; 2014 Mar.