

The application

I was inspired to take the idea of using real life markers for AR features to the next level by making the marker part of the experience. My app allows the user to scan two different pictures of Pokeballs found on pieces of paper. The two balls being a regular Pokeball and a Masterball. When each ball is scanned, a 3d model of a unique pokemon appears just above the marker in AR space. The Masterball generates the mythical pokemon Mew while the Pokeball displaces the normal type Pokemon Eevee. The AR functionality of this app is crucial for the user because without being able to summon the models by first scanning a marker, there is no unique experience. Without the AR, one could simply “Google” a 3D of any pokemon and get the same level of satisfaction.

Testing

My roommate and I have undergone testing the app for consistency and bugs by repeatedly summoning both models using the markers in different lighting situations.

Feedback

The models will occasionally lose tracking of the markers when the phone is moved around a lot.

The models appear pretty quick.

Lighting does not seem to affect marker tracking (only when it is turned off).

“The pokemon look nice”.