A mixed reality, NFC-based API and game
Project Proposal

TEAM:
Juilee Tushar Chitre
Meghambari Khavnekar
Niharika Maheshwari
Saylee Tushar Chitre
Vidhya Suresh

TAGLINE: 'Small Beginnings' - To create a new way to engage people locally by developing a gaming platform.

APPROACH:

Project Description-
The game will be built around Gema Touch's patented NFC technology and will include many popular NFC functions. The application will drive users to interact with other user and explore local environment. For example: Freshmen can play this game to discover the different places around the campus.

Unique Selling Point of app-
Local startup Gema Touch has designed technology that embeds NFC sensors inside printed media such as posters and brochures. The users need to simply put their phone near the media to interact with it. The USP of this app will be the interaction with this patented technology

Software and Technology-
1) Eclipse IDE
2) Android SDK
3) Gema Touch patented NFC sensors
4) Online Database (yet to be finalized)
5) Server (yet to be finalized)

Implementation Phases-
1) NFC Tag Reading and unit testing
2) NFC enabled Beaming and unit testing
3) Database interaction and unit testing
4) Designing Game and its components
5) System testing
6) Integrating beaming with the game (if time permits)

GRADING MILESTONES:
Finishing the first 3 phases : 50% grade - completion time 4 weeks
Game components (phase 4) : 40% grade - completion time 4 weeks
Testing : 10% grade - completion time 1 week
Implementing integration of beaming with the game : extra credit