

December 6, 2024

AUGMENTED & VIRTUAL REALITY

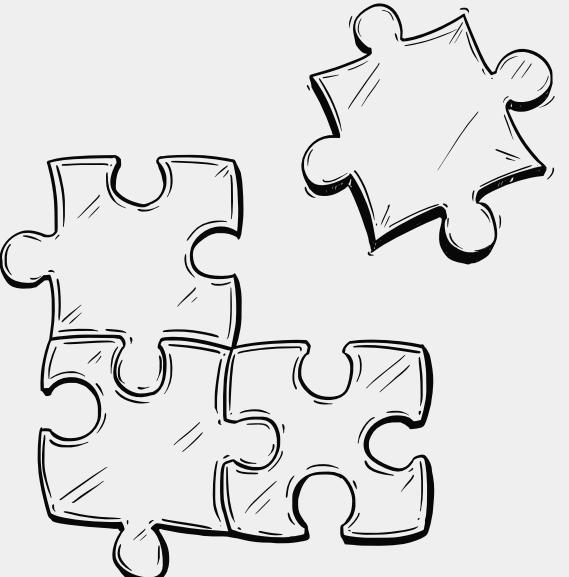
PRESENTATION 3

Group: Smit, Milan, Milankumar

THE FORGOTTEN VAULT

"ECHOES OF HISTORY: UNCOVERING TREASURE IN AR"

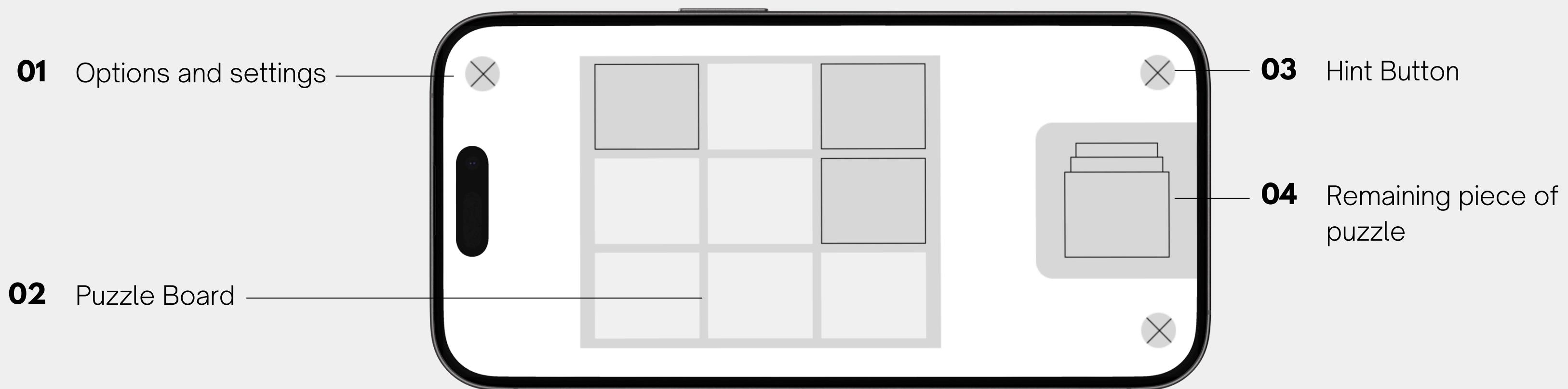
GAME OVERVIEW



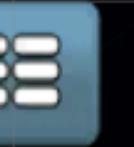
Embark on a thrilling adventure through ancient palace ruins with three engaging mini-games. Start by piecing together a torn, 2D map to reveal hidden rooms and crucial locations. Then, use augmented reality (AR) to scan the ruins, uncover glowing relics, and gather vital clues. Finally, unlock the treasure chest by solving an interactive AR puzzle, aligning symbols, and manipulating relics to complete your quest and claim the ultimate reward.

MINIGAME 01 - PUZZLE SOLVING

2D Puzzle game (castle map).



GAME SCREENSHOTS

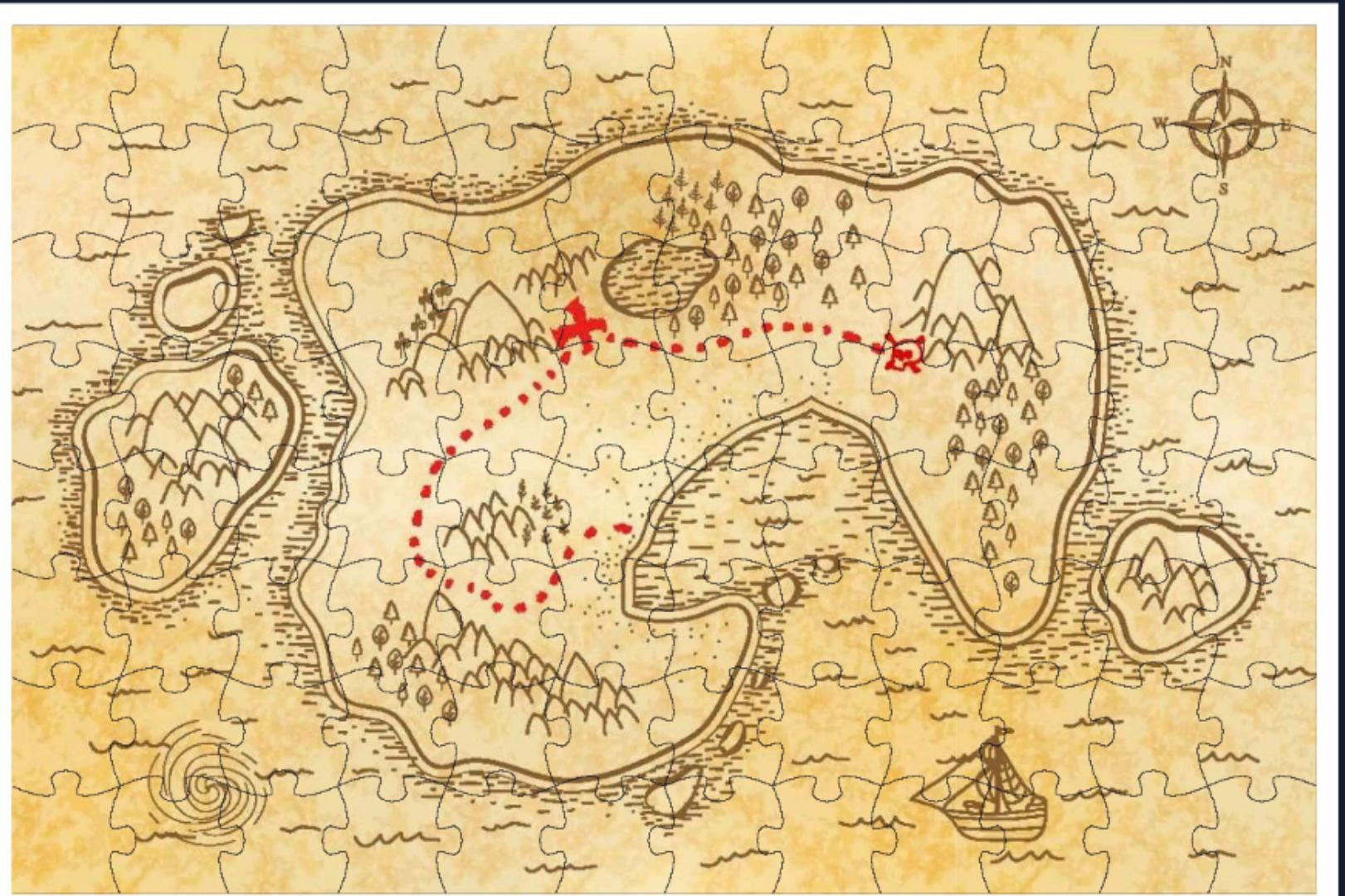


Piece together the jigsaw puzzle to reveal a map that leads to the hidden treasure

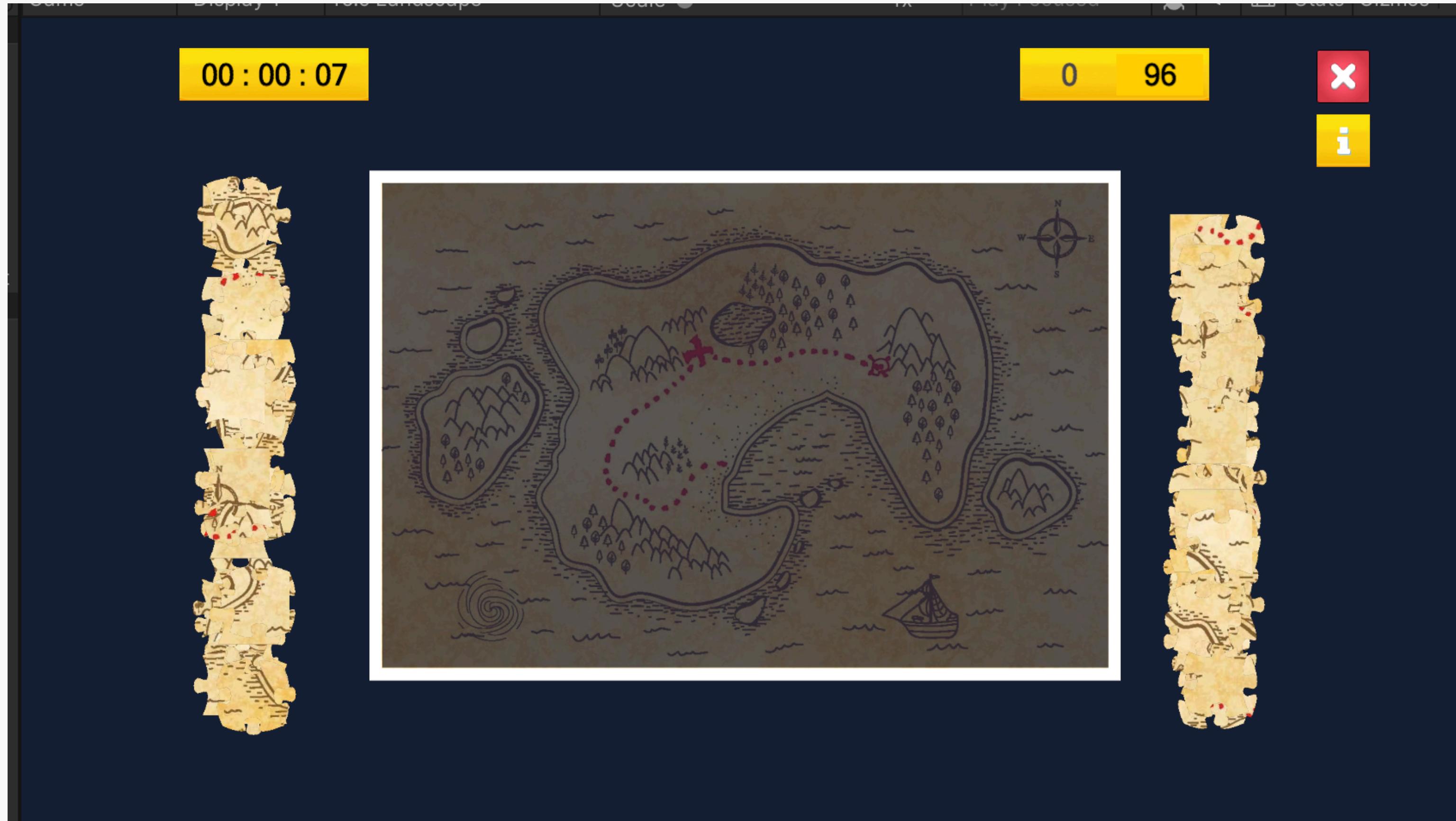


Start

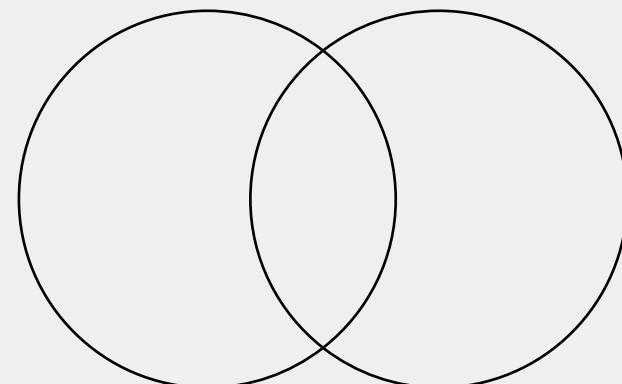




Play



USER STUDY METHODOLOGY



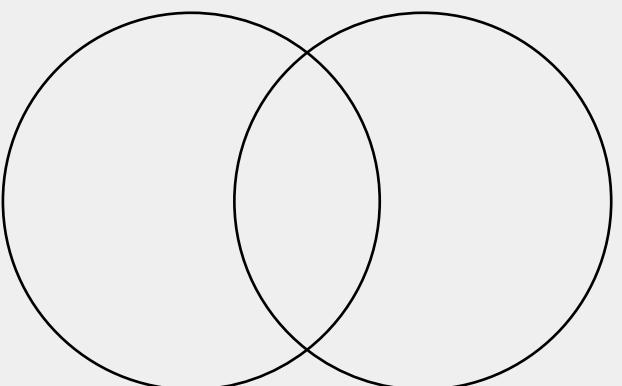
How We Conducted the Study

- Selected three participants of age group **10-23 Years Teens**.
- We used the Hand-held Augmented Reality Usability Survey (**HARUS**) (I passed Google Forms to conduct the survey, asked personally about the questions, and then conducted a review).
- Employed a 7-point Likert scale to capture nuanced feedback.
- The testing of **Minigame 1** on laptop was completed,

QUESTIONNAIRE DETAILS

**Highlight what the HARUS
questionnaire assesses:**

- **Objective of the game:**
What was the primary task for the user?
- Ease of use.
- Learnability.
- Visual feedback.
- User engagement and satisfaction.



RESULTS!



The Forgotten Vault

B I U ⊖ X

['Echoes of History: Uncovering Treasure In AR'](#)

Disclaimer for Game Evaluation Participants

- Confidentiality: Any information you provide will be kept confidential and used solely for the purpose of improving the game. Your responses will remain anonymous.
- No Risks: This evaluation involves no physical or psychological risks. If at any point you feel discomfort, you may pause or discontinue the session.
- Purpose: The feedback collected will be used to enhance the game's usability, learnability, and overall user experience.

Name *

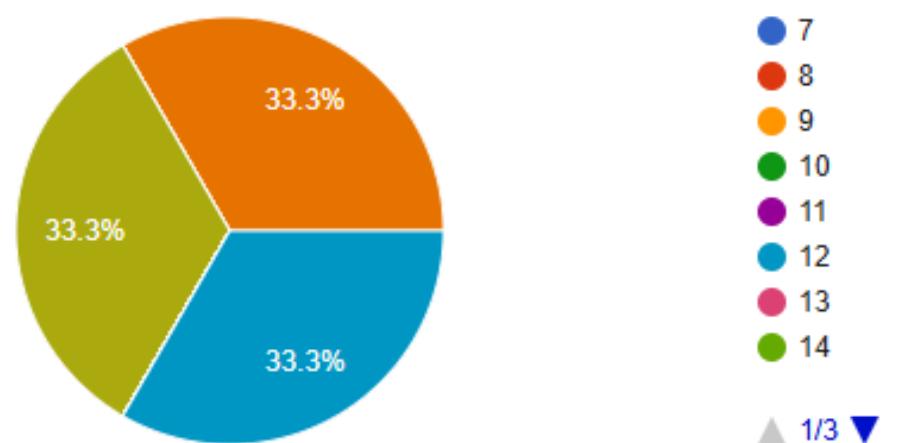
Short answer text

Age

1 - 7

Age

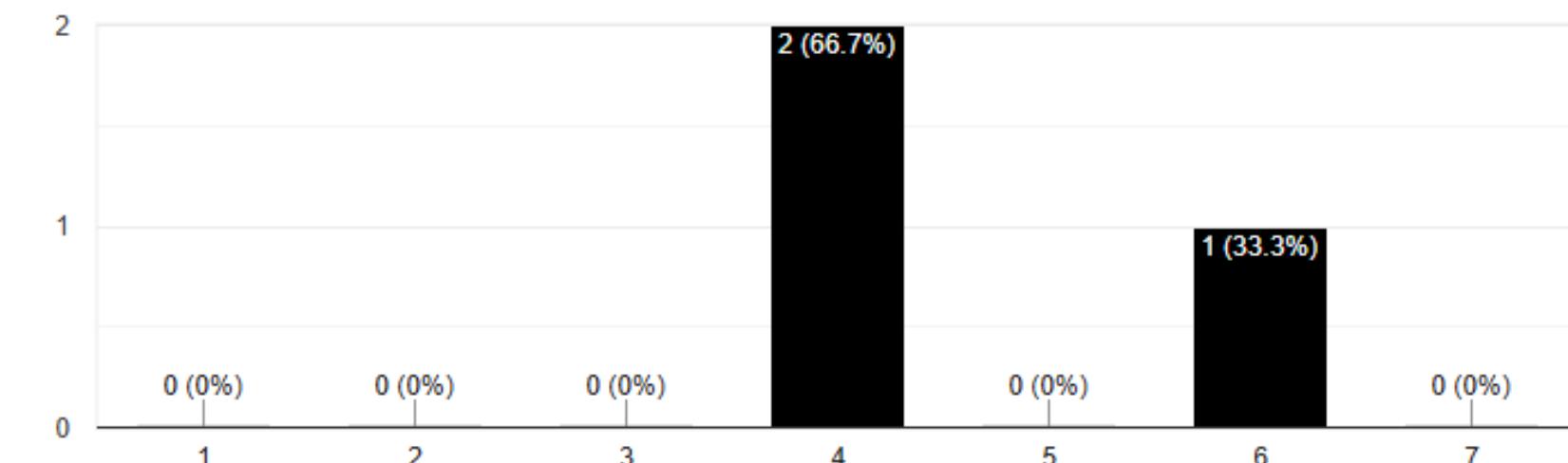
3 responses



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I could easily locate the pieces to construct map in the 2D environment.

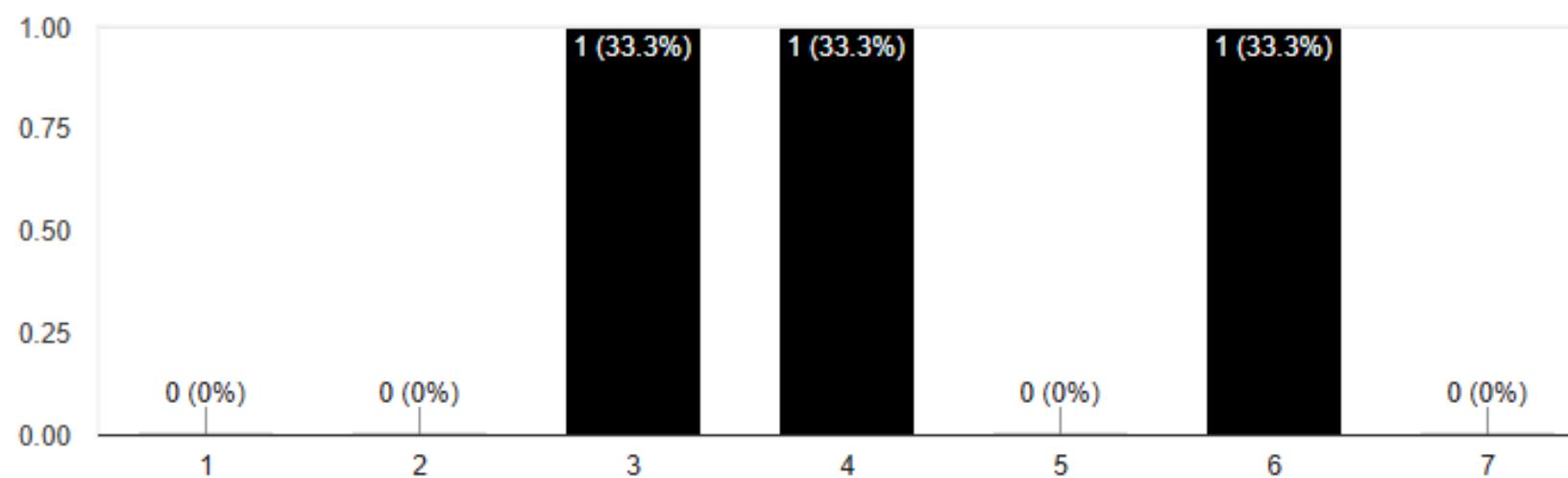
3 responses



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The clues provided were clear and helpful in navigating the hunting Map.

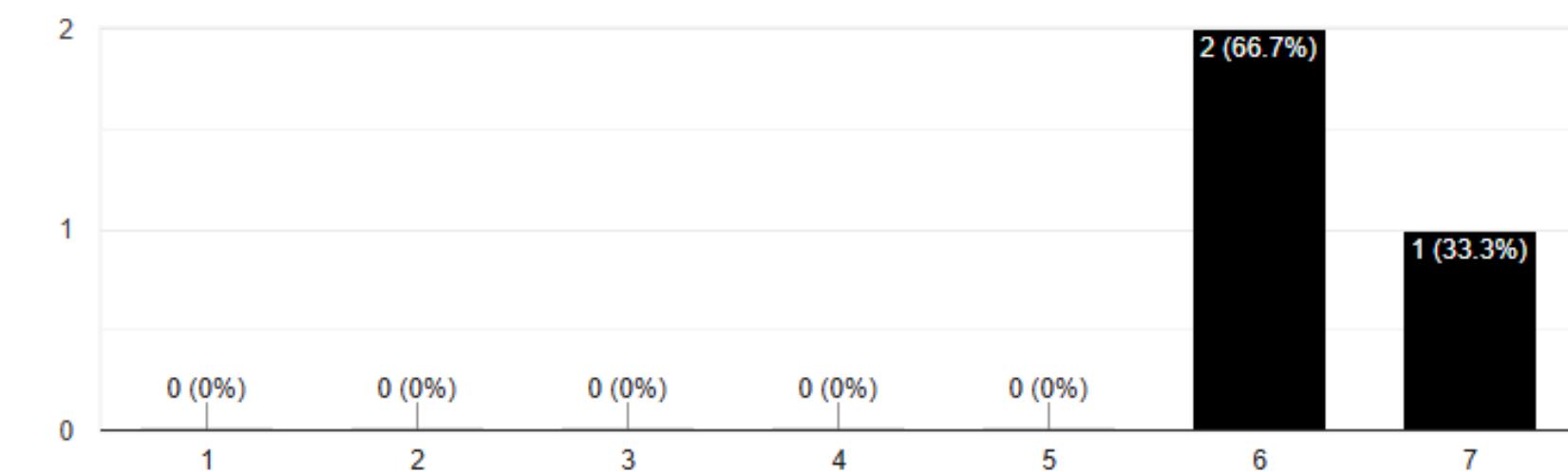
3 responses



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The game elements responded accurately to my movements and inputs.

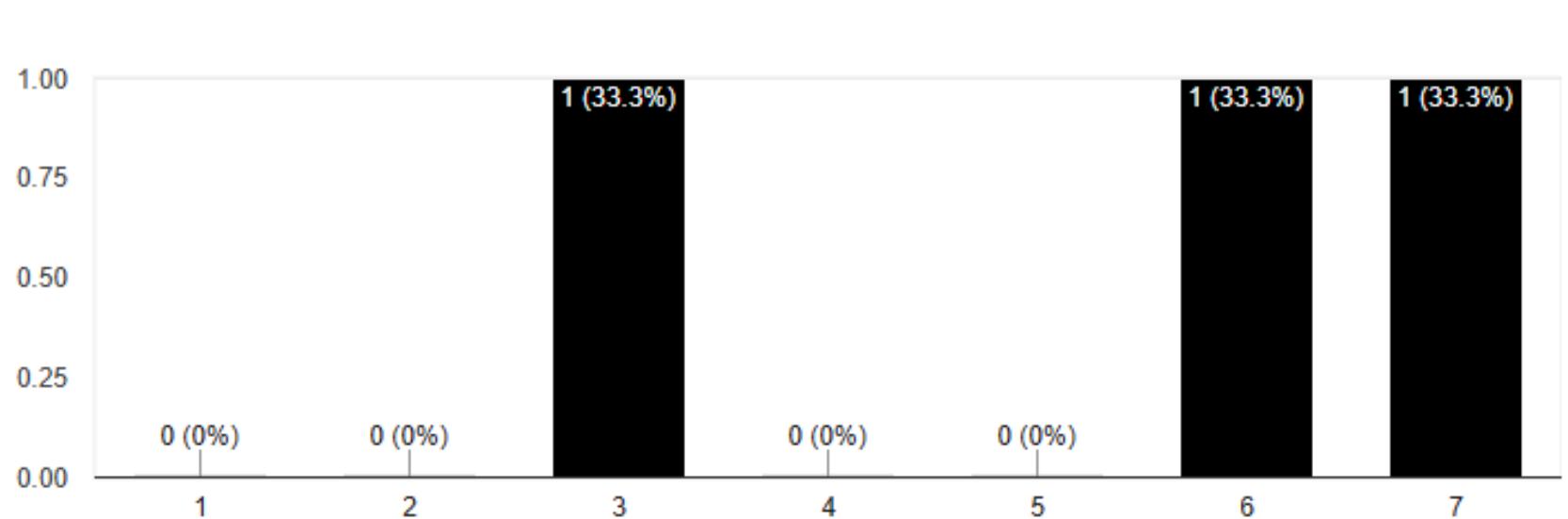
3 responses



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I quickly understood how to interact with the augmented reality features of the game.

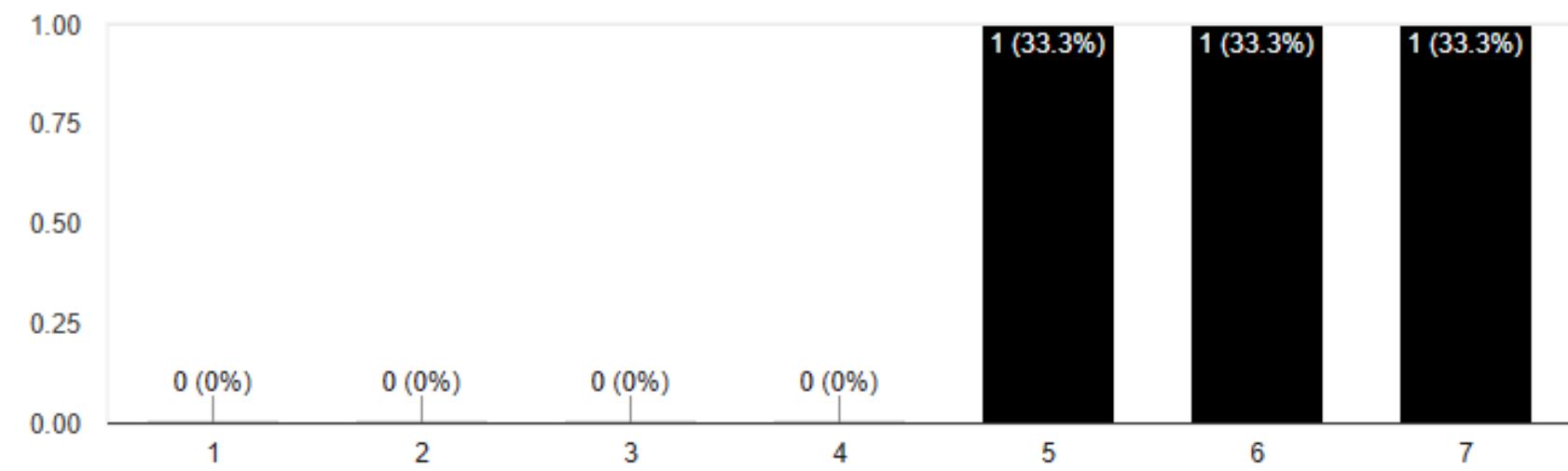
3 responses



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The game controls and mechanics were intuitive and easy to use.

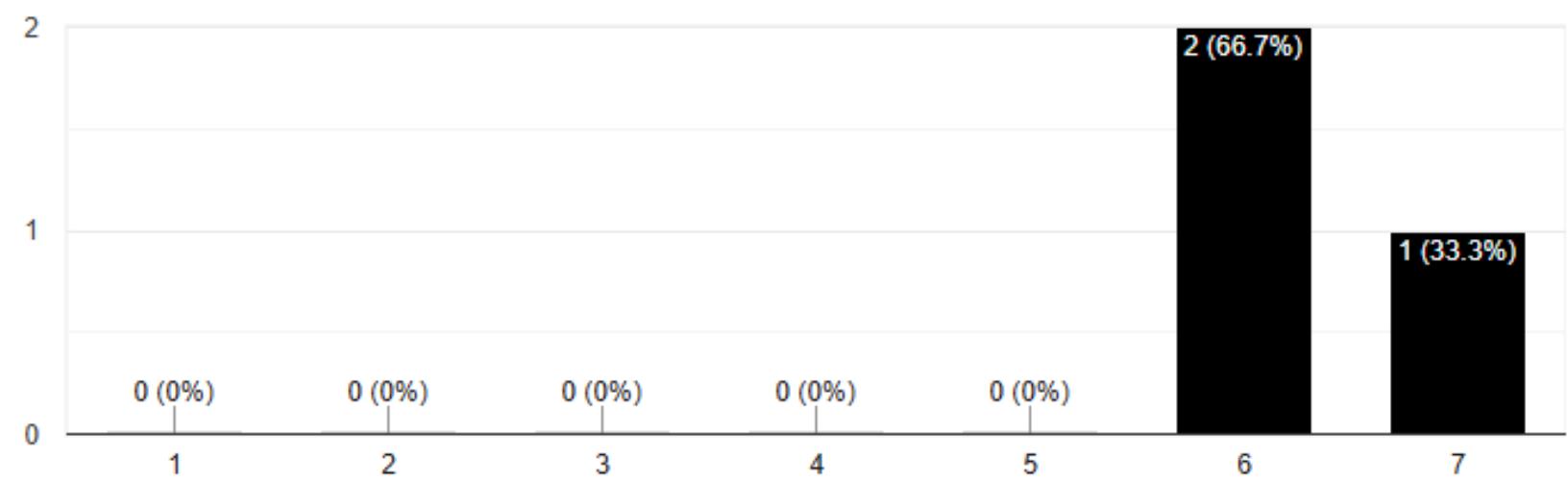
3 responses



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I felt confident using the game in after a short period of learning.

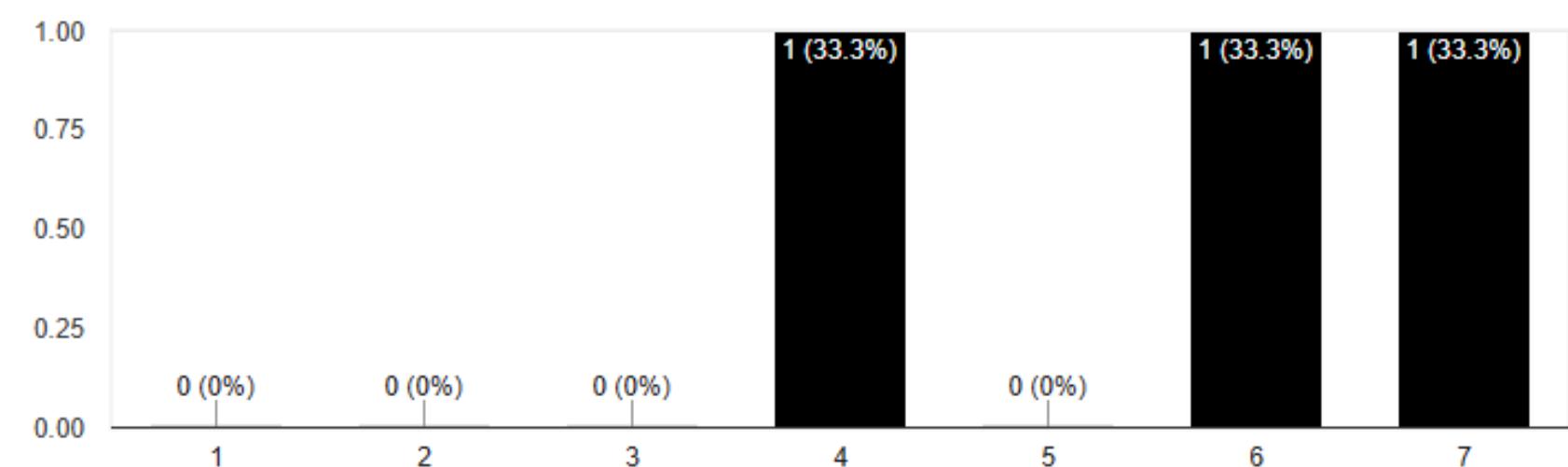
3 responses



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The first hunt was enjoyable and engaging as an augmented reality experience.

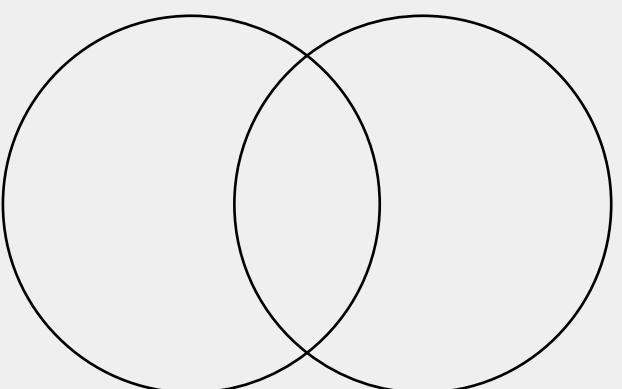
3 responses



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FINDINGS & NEXT PLAN

- The game was too simple and lacked depth, which might not fully prepare them for the AR mini-games, We are working on clearing the glitch and coming through a better version
- Simplifying clues or providing multi-layered hints (e.g., a primary and optional additional hints).
- Introduce an interactive tutorial at the start of the game. (Already implemented with other user)
- Including visual/audio feedback for every action (e.g., a sound or animation when a clue is solved or a treasure is found).



GAME



October: Concept & Initial Development

Concept Finalization, persona, wireframe, Begin Basic Development(Unity setup)

November: AR Mechanics & First Minigame Development

Start building the 2D puzzle minigame, Integrate basic UI, Implement AR scanning and object tracking functionalities.

December: Advanced AR Development

development of Minigame 2 and Minigame 3, user testing of all minigames,

January: Final Refinements & Testing

Polish UI, improve game mechanics, and optimize AR interactions, Continue user testing to refine gameplay and fix bug.

Thank You
