Team Members

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Section: 3, Team: 4

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Veggie HuntAR

Augmented Reality (AR)

➢ Augmented Reality gaming (AR gaming) is a combination of game visual, audio content(sound), with the user's environment in real time.
➢ It is said to be an enhanced version of the real physical world.
➢ With the use of advanced AR technologies such as addition of computer vision, object recognition the data around the real world has become interactive and manipulated.

Purpose

Our project target is to develop a game named "Veggie HuntAR". The game that we would be developing helps to focus, aim and shoot at the objects. This brings out joy and fun to the children with varied vegetables.

Project Overview

As soon as the user enters the game, a timer is set for a round of 30 seconds. Different kinds of vegetables will be generated in the player's surroundings. The target of the player is to cut a greater number of vegetables within the stipulated time interval. Once the timer reaches zero the player exits from the game and the score is displayed. The score is based on the number of vegetables that were chopped.

Market Study

The market for mobile games has been growing exponentially in the past few years. The number of 2 to 12-year-olds playing on smartphones and tablets has increased by 9% in 2020 alone. In this growing market, an AR game aimed at kids would be a huge hit. Our game also encourages them to play it outdoors, thereby addressing the most common complaint of most parents.

Technical Constraints

1) Operating System: Android and iOS.
2) Game Engine: Unity, C#.
   - We will use Unity and C# to design and develop the game.
   - Unity's UI Toolkit provides an inbuilt feature to create an attractive UI.
   - Unity has a purpose-built framework called AR Foundation which allows us to deploy the game to multiple mobile platforms.

Development Life Cycle

We selected the scrum model as the software life cycle since the time constraint is 8 weeks. Our goal is to deliver the product without any glitches and satisfy the end user.