

3D SNAKE AR GAME

18CSE304J- Building applications using opensource AR and VR SDKs

COURSE PROJECT REPORT

Submitted by

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Batch-1

under the guidance of

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| Title | 3D SNAKE AR GAME |
| Concept (50 words) | Step into a mesmerizing world where reality and fantasy collide in our groundbreaking 3D AR iOS game. Unleash your creativity as you navigate through enchanting landscapes, solve mind-bending puzzles, and battle mythical creatures. Immerse yourself in an unparalleled augmented reality experience that will leave you spellbound. |
| Purpose of application | To create an imaginative upgrade to a well known board game and promote the application of AR and VR. |
| Engineering principle mapped | <ol style="list-style-type: none"> 1. Directional movement to move the snake 2. Increase in size as snake eats items |
| ARVR Techniques used | <ol style="list-style-type: none"> 1. Plane detection 2. Points cloud 3. Vuforia SDK 4. Blender |
| Societal importance of the idea | It can be used for autistic children to improve their hand-eye coordination skills and increase focus. |

WORK GALLERY

Best 4 Screenshots of your developed course project with title under the image

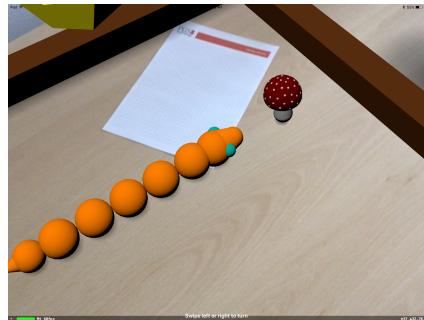


Fig:1 Snake near mushroom



Fig:2 Outer look of frame

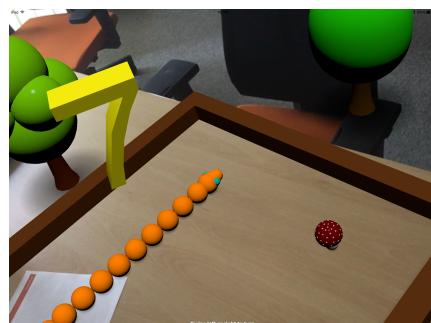


Fig:3 Game play

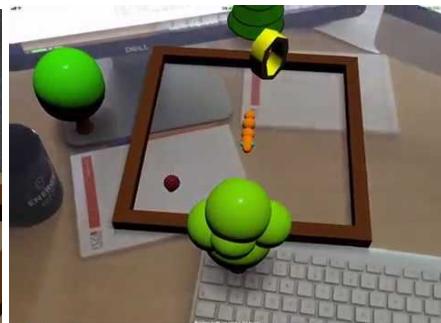


Fig:4 Final project



Fig:5 Snake approaching food



Fig:6 gameplay