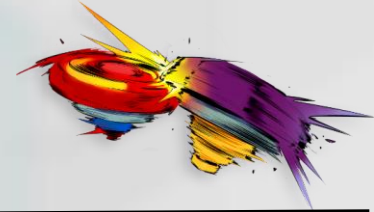# BEY-BATTLE SHOWDOWN

REFUSE TO LOOSE

(THE MULTIPLAYER AUGMENTED REALITY EXPERIENCE)

AR+

DKTE
Promoting Excellence in Teaching, Learning & Research

Objective

To implement a multi-user platform using augmented reality through an android application to provide a real time interaction experience

Input and Output

I\p: Real time Video from mobile camera.

O\p: Interaction between multi-devices.

Technical aspects

– Multiplayer battle
– Real time synchronization

What is AR?

VR + (mountain image)

V i r t u a l R e a l i t y   **R e a l i t y**

Problem Statement

To develop a multiplayer interaction application using augmented reality using camera device and will provide virtual interaction between users.
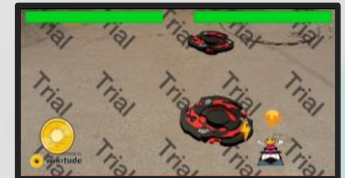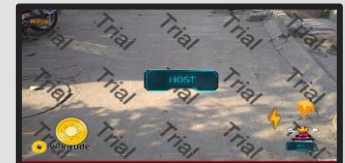
Solutions Deployed

WIKITUDE- SLAM Technology

VUFORIA- ground plane detection

Technological Implications–

* Structural construction (Civil Engineering)
* Micro cellular Exploration (Medicine)
* Gears and Spur Fault tolerance Measurement (Mechanical Engineering)

Modular breakdown

– Connecting users
– Joining or hosting battles

– Deploying objects
– Real time sync & battle

A project by–
Team AR

Guidance–
P. M. Gavali (DKTE)