

Report on the individual programming assignment of the AR-Based android app

SM3607 Mobile Media

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Justification

Among the existing ar-based android game, the majority of them are shooting game and the ar-version of their existing game. Therefore, I decide to make a strategy game that can construct the game scene embedded with the real environment. In detail, the game is a path-finding game which is less apparent among the ar-based game. Not limiting the users' playing experience inside the single 3d model, the game uses the flat plane detected in the reality as the floor in the game scene. In each game, map items are spawned on it to be interacted with. Therefore, the argrumented images are more connected to the real world.

Combining with all the features in the game, the game is looked forward to providing a fresh experience to players.

Intended audience

People who love

-ar game

-puzzle game

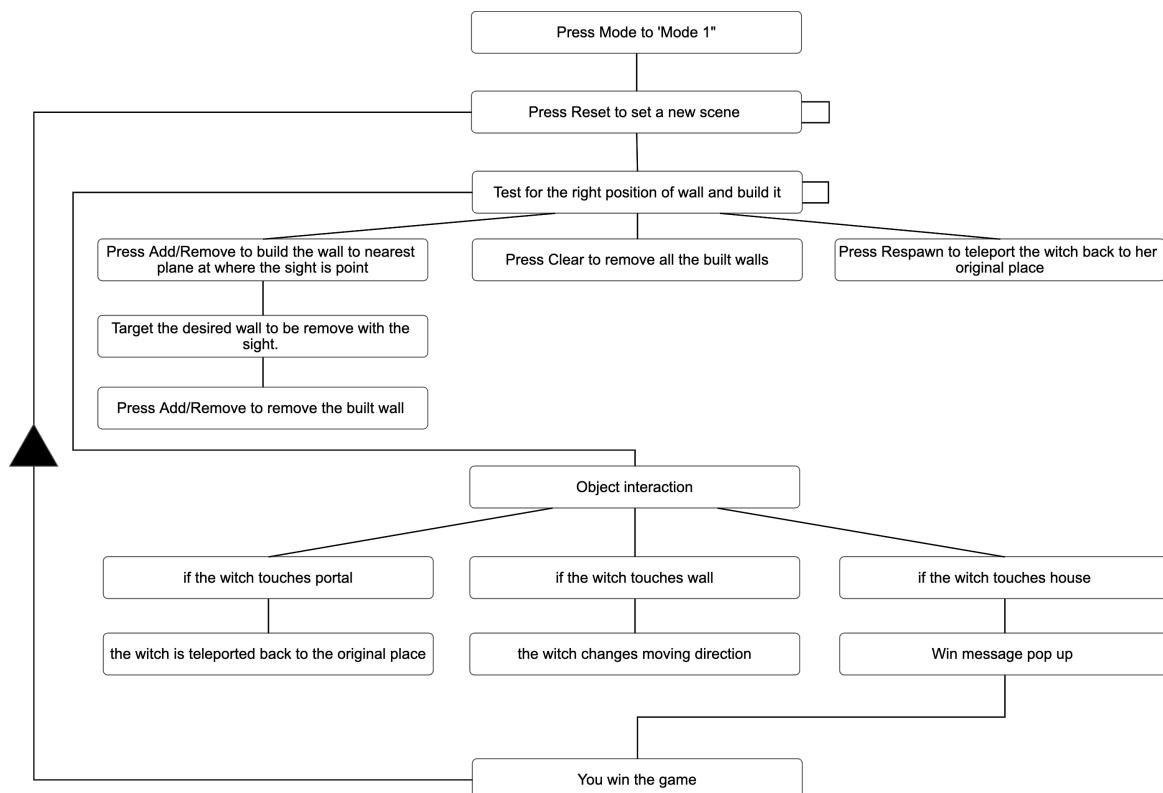
How-To-Play

Before game start

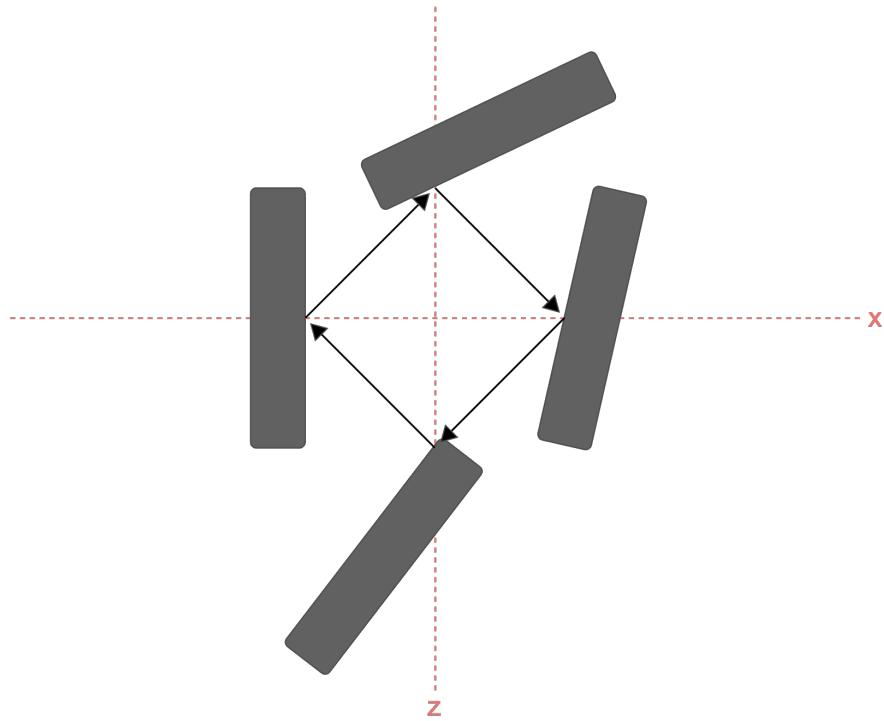
Find a place containing flat plane in reality

GameMode 1

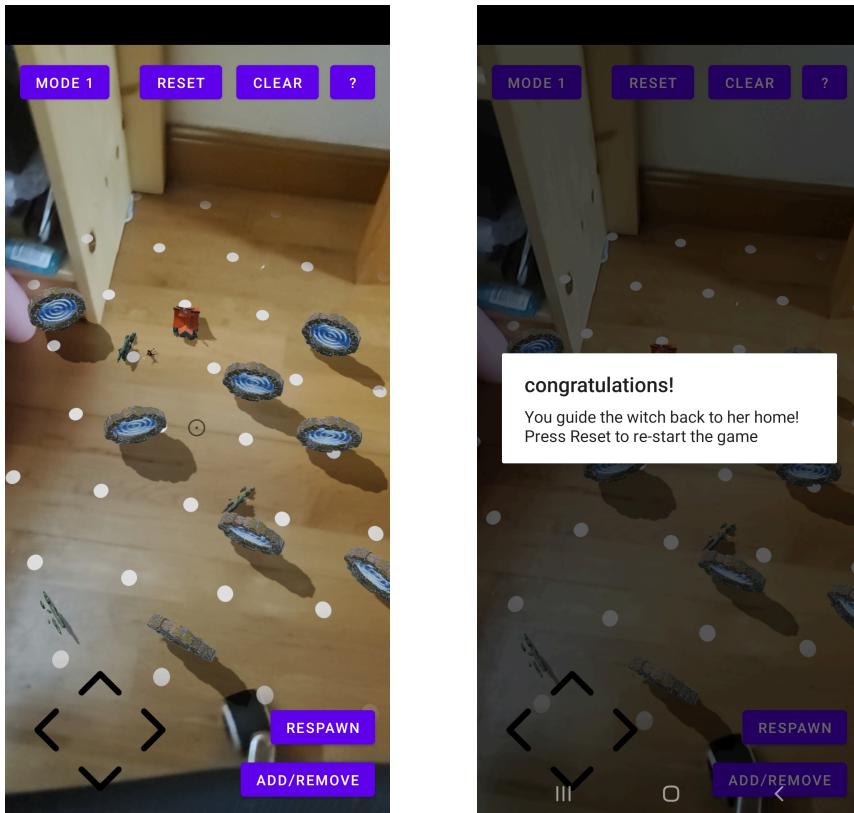
Game Flow



Wall Collision

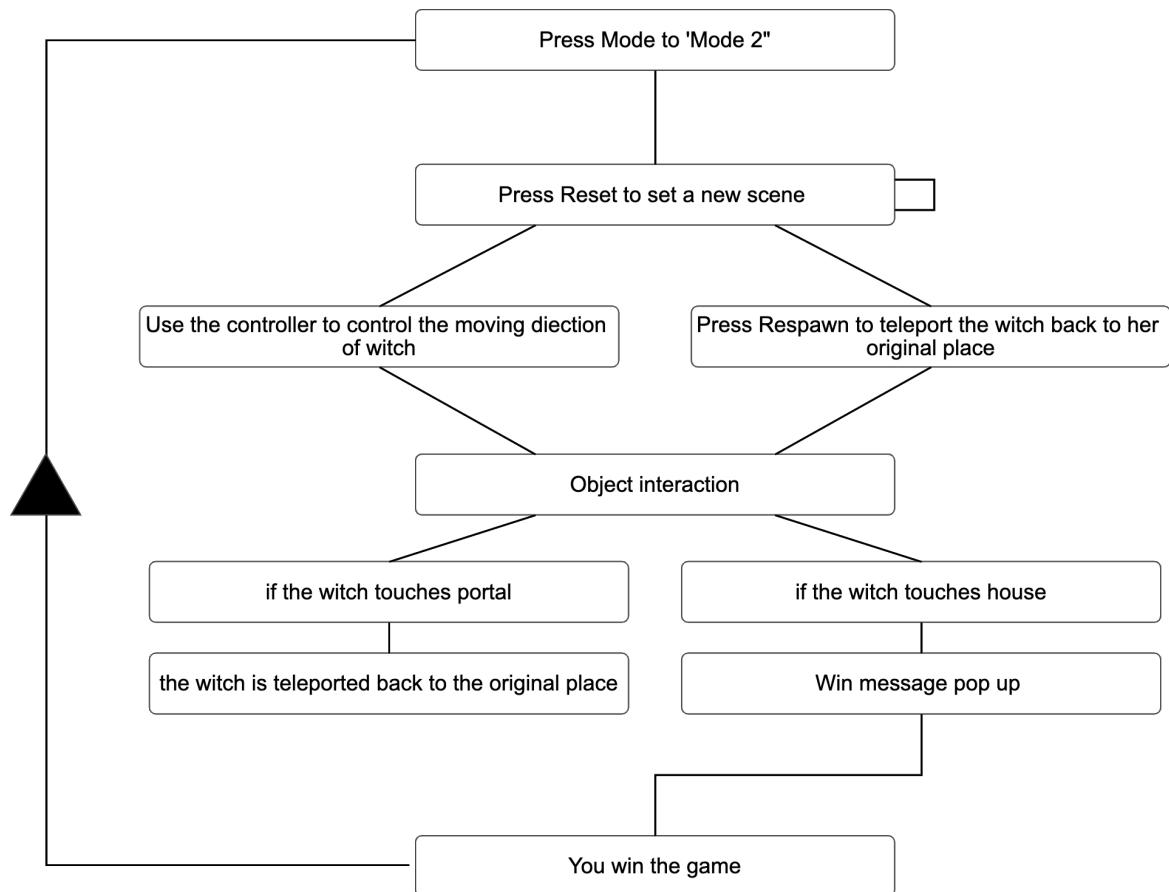


Screenshot

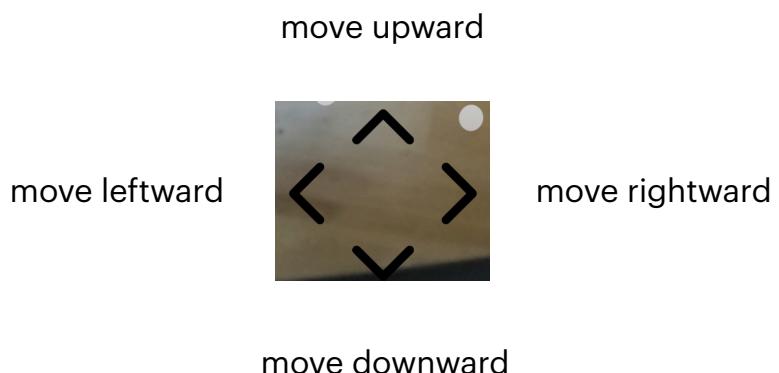


GameMode 2

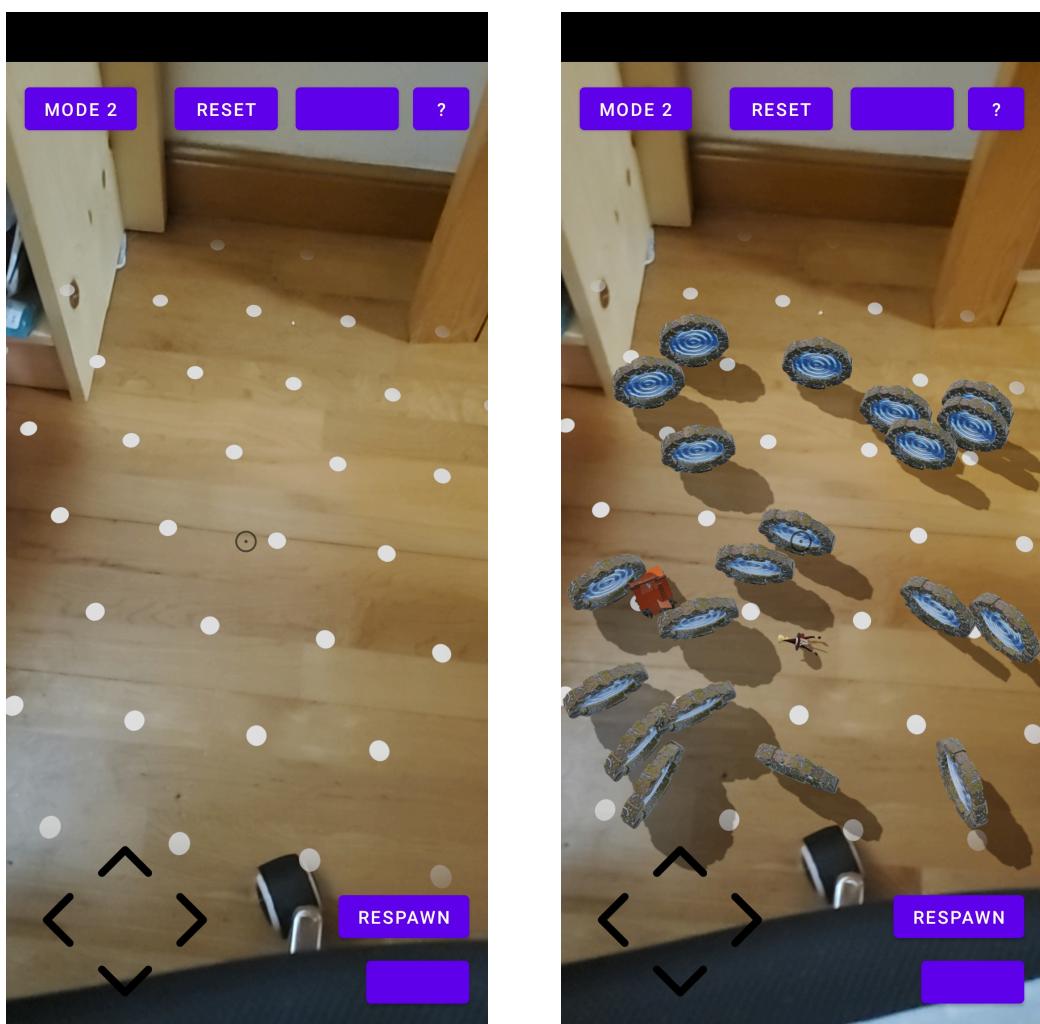
Game Flow



Controller

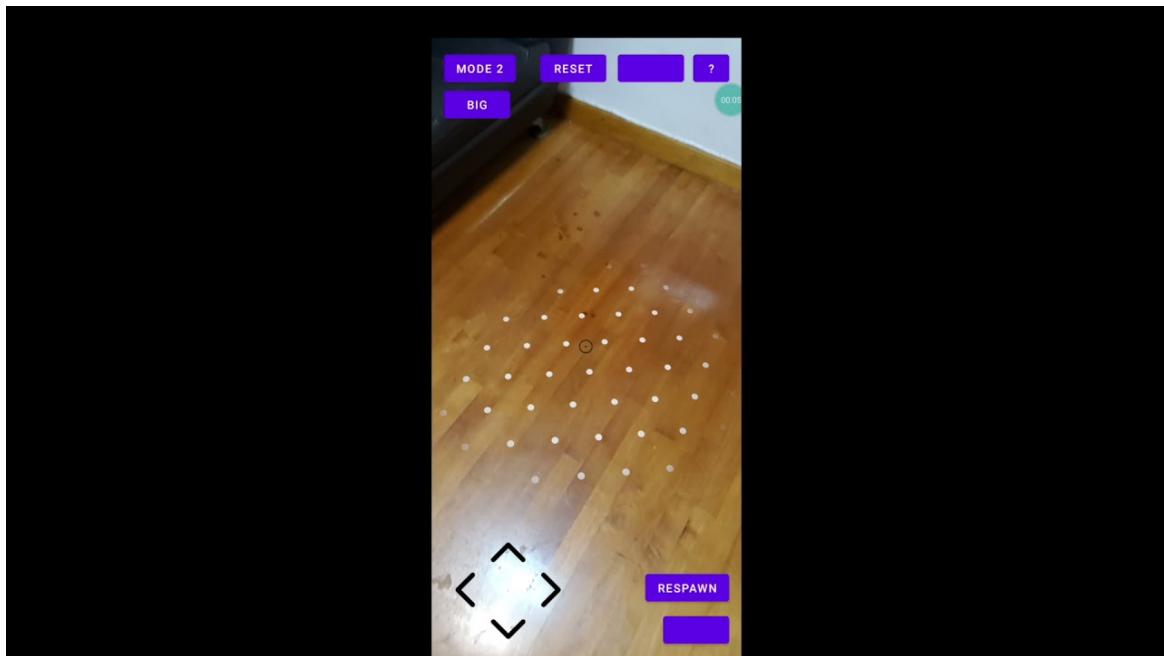


Screenshot



Demo Video

[Video Link](#)



youtu.be/UxndtaMDTFQ

References

Code

T10_ARShooting

3D Model

Weronika Walczak (2019). Flying Witch. Retrieved from <https://sketchfab.com/3d-models/flying-witch-e1d759b3ed3e4eeb9f7912931bf12b35>

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Image

DinosoftLabs. Witch Hat free icon