

Title: Cross-platform Mystery Crime Mobile Game Application with Augmented Reality

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EXECUTIVE SUMMARY

A game environment is where the action takes place and where the user plays the game. Many might wonder how this environment created before becoming a space for gaming. How much more if the concept of the entire thing is in Augmented Reality? Augmented Reality is a real-like environment game with which allows the player to play in the actual setting or real-world. --- Hence, this research paper documents the development of an Augmented Reality game environment using Unity 5 as a game engine. Marker-less Kudan SDK used as a tool that will allow the game application to give the capacity to comprehend the physical surroundings utilizing the camera and sensors which is built-in from the mobile device. However, the game will play either on iOS or Android devices. The projects collaborated with the CCJE and UM-CCE department. The researchers have followed the letter's specification during developing AR game environment.

Keywords: Cross-platform, Mystery Crime, Augmented Reality, Global Positioning System (GPS), Diversion