Script:

Giam: Welcome to the walkthrough of our application, ARchitech. It is an application which allows users to create a 3D maze/puzzle game in an augmented reality environment. It allows the gamer to roam and change the augmented reality world at will just like a sandbox. The app gives users the ability to create their own set of maze game obstacles, routes and characters in an augmented reality environment which can be uploaded to the database for other users to play.

Si Mun: Our application target audience is the freshmen in computing. Our initial problem motivation is to create an orientation activity where freshmen can use technology to create something from almost nothing which is similar to coding. We want this application to allow freshmen to have a peek into the coding life. The sense of fufillment from using this application to create a 3D maze for their peers gives the freshmen a peek into what it is going to be like coding.

Giam: The 1st key feature in our application is the creation of the maze layout. We will first allow users to use lines to draw their 2D maze. They use green lines to indicate the correct paths and red line to indicate the dead ends path. The users can then convert their 2D maze to a 3D maze with a click of a button.

Si Mun: The 2nd feature is the object builder which allows users to use different shaped objects to build their own 3D objects and put it in their sandbox. There will be a controller for them to navigate where to put their objects in the maze. Thirdly, Users will be able to choose different background settings which will be previously designed by us and edit these settings for their maze.

Giam: The 4th feature gives users the opportunity to design obstacles around their maze. When creating their objects, they give them a colour code (red or blue). Red color coded objects are obstacles where users can choose between options such as riddles, questions and sudokus which they can set themselves. Blue colour coded objects are clues for gamers where the users can key in clues.

Si Mun: Lastly, the delete button gives users the function to scroll through the list of objects they made and delete or edit them.

Giam: That’s all! Thank you!!