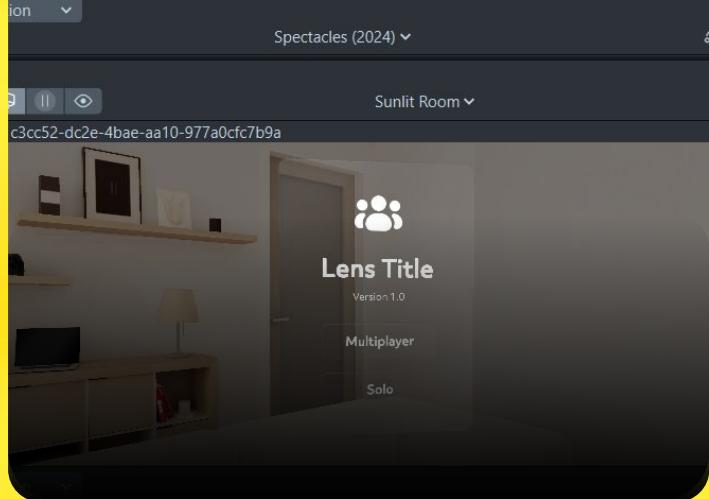
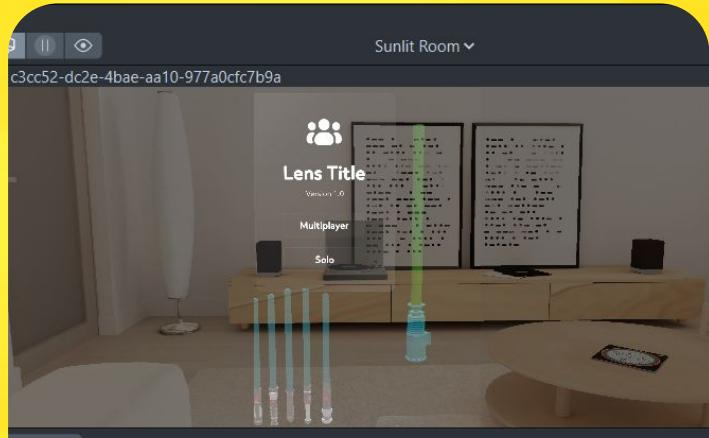


SPECTACLES TRACK PRESENTATION



Star Real

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THE BIG IDEA

Our **Inspiration** comes from the childhood dream of epic saber battles with friends, and the power of AR to bring that memory into the real world.

The **Big Idea** is to turn one specific venue into an exclusive sci-fi arena where each player sees, controls, and customizes their own energy saber in first person.

The **Interaction** uses the phone to set up and track the playspace, while Spectacles display the duel: natural movements to attack, block, and dodge; reactive sabers with different hilts, colors, and styles; all in local multiplayer and locked to this location.

The **Takeaway** is for users to feel they've lived a "real" saber battle with a weapon that feels personal, and to see how AR can power social, physical, experiences.



TECHNICAL IMPLEMENTATION

We use on-lens **UI buttons** (UI Kit) so each player can customize their saber (hilt, color, style) directly in Spectacles.

The saber's position and rotation are driven by the **Mobile Controller / Motion Controller Module**, using the paired phone as a tracked controller for precise 6DoF saber movement.

For multiplayer, we rely on **Spectacles Sync Kit** to share player states and sabers inside a single shared playspace.





WHAT'S NEXT?

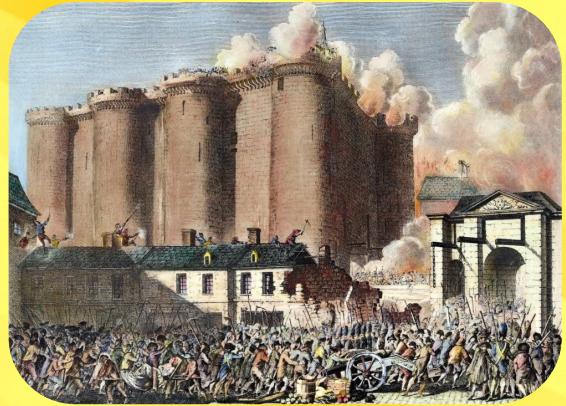
Our **Evolution** is to integrate realistic saber **collisions** so every hit feels physical and visible, introduce a clear **scoring system** tied to clean hits and defense, and add sabers with different **durability**: when one breaks after several impacts, a new saber with a different hardness appears automatically, creating progression, surprise, and higher engagement without adding friction for the player.



WHAT'S NEXT?

French revolution !

Samurai era !



Thank you!

Merci!

Gracias!