

“Interactive Quadcopter Gaming”

Project Description

We want to create an interactive game, using quadcopters, cameras and augmented reality.

The idea is to use camera room (next to the pc room) to create the gaming platform (2D plane), where the quadcopter has certain movement-constraints, depending on the game. The graphics is then creating using augmented reality, which creates obstacles, achievements, enemies and such, that the quadcopter has to conquer. This is done by the user through wireless communication.

We don't want to create a too complicated game, so a solution could be to recreate a classic game, like “Pong” or “Space Invaders”.

Since all game logic and graphics is outputted to the user, and in reality the quadcopter is seemingly moving around in random, the challenge will be to implement the game world, with its rules and constraints, in the real world through augmented reality.

