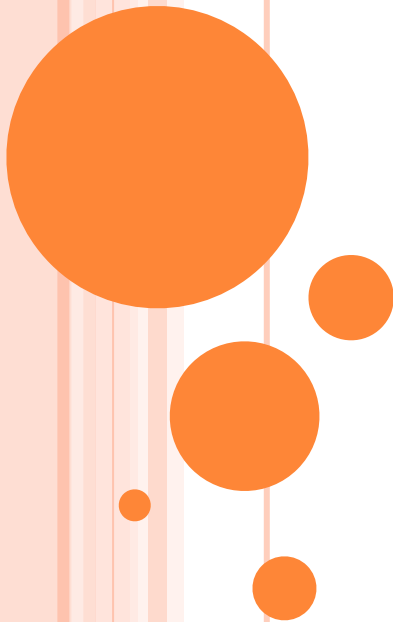


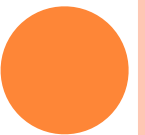
PORING AR

An ARMMORPG
(Augmented Reality Mobile Massively Multiplayer
Online Roleplaying Game)

Lauri Larjo & Joona Olkkola



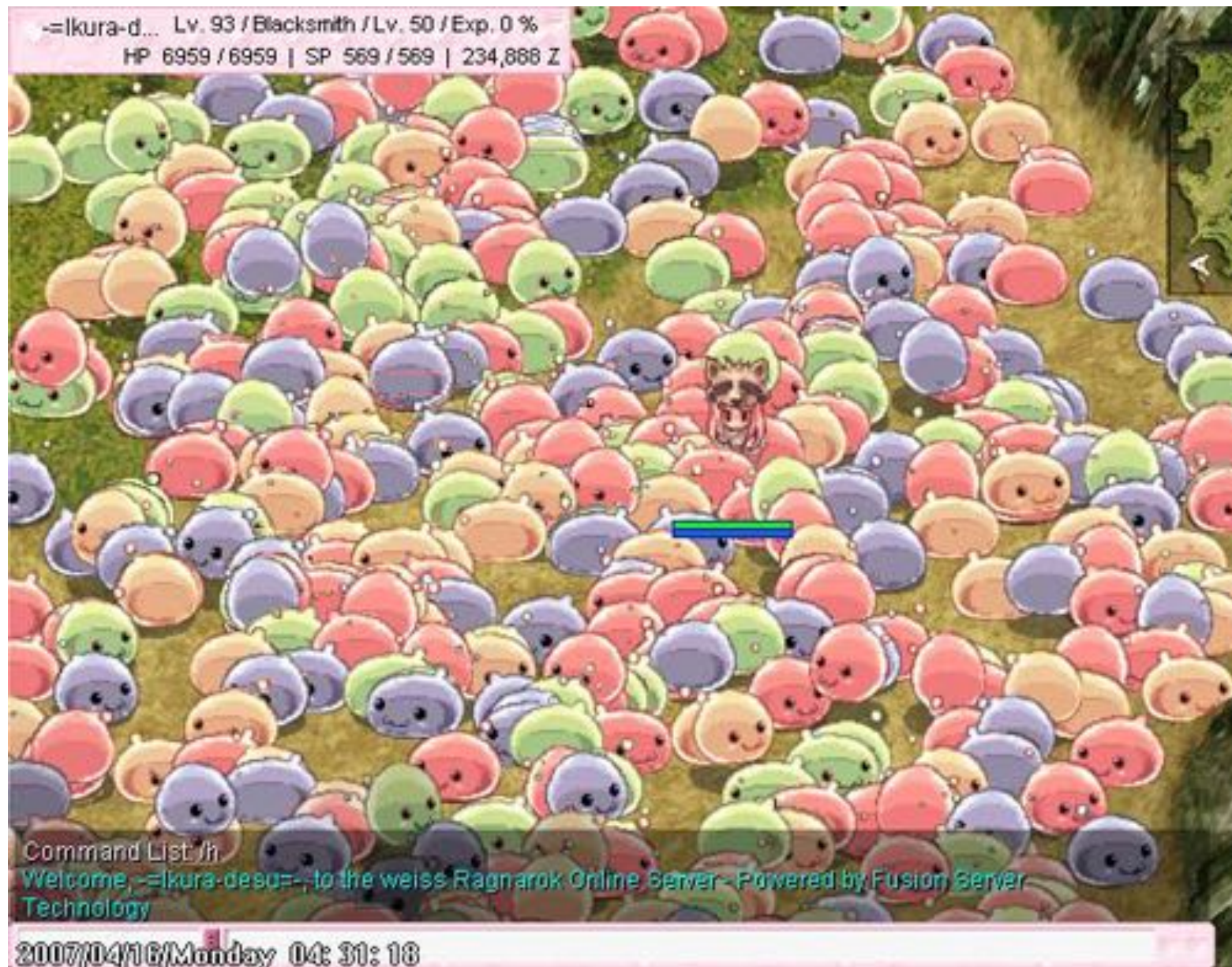
THIS IS A PORING



PORING EATS JELLOPY



PORING'S NATURAL HABITAT

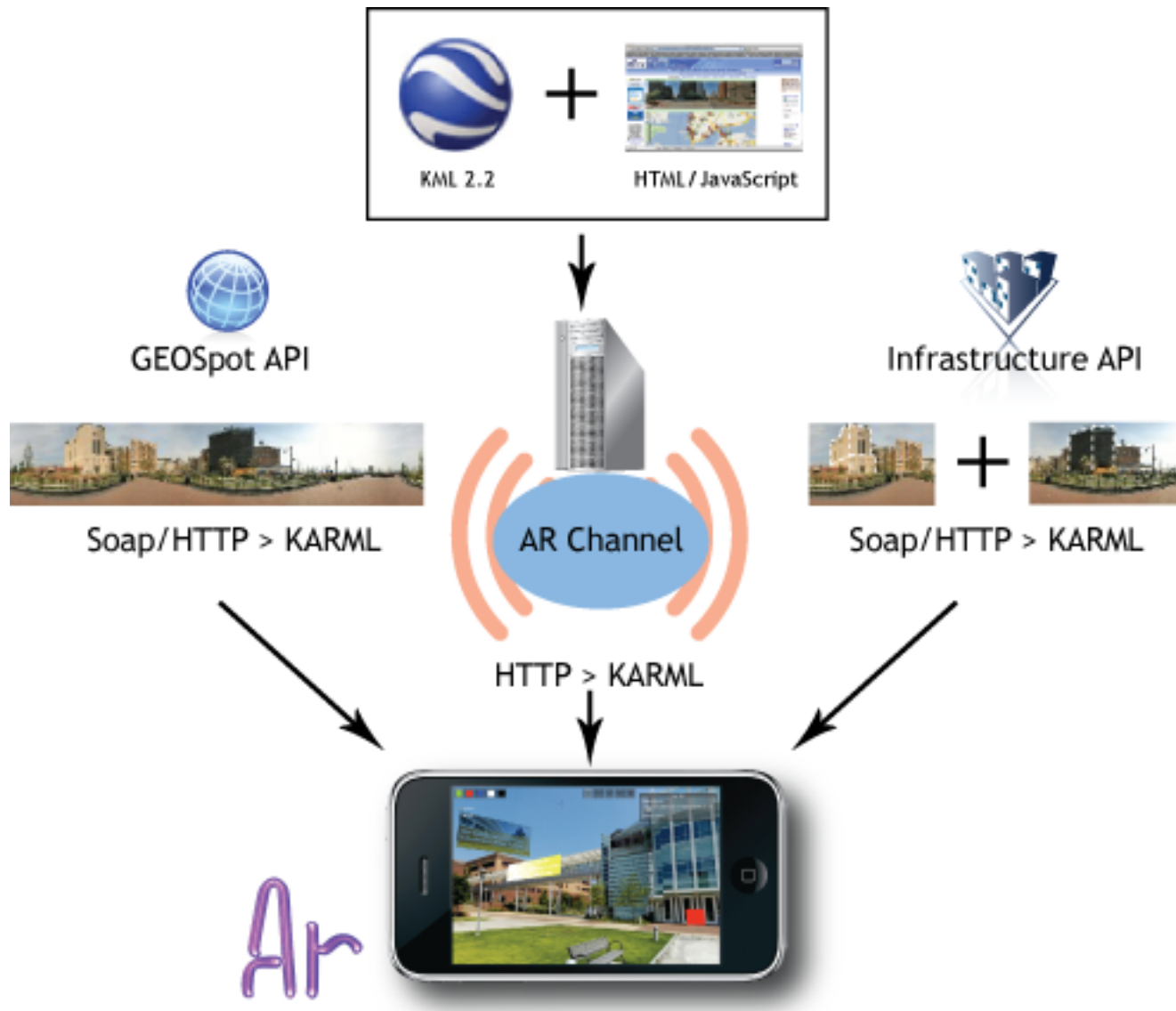


TECHNOLOGIES USED

- KHARMA - Argon for iPhone
- Google App Engine



KHARMA OVERVIEW



KHARMA OVERVIEW

- Consumes KML + AR-extension = KARML
- Javascript libraries
 - jQuery
 - KHARMA
- Webkit browser
 - “same as mobile safari”

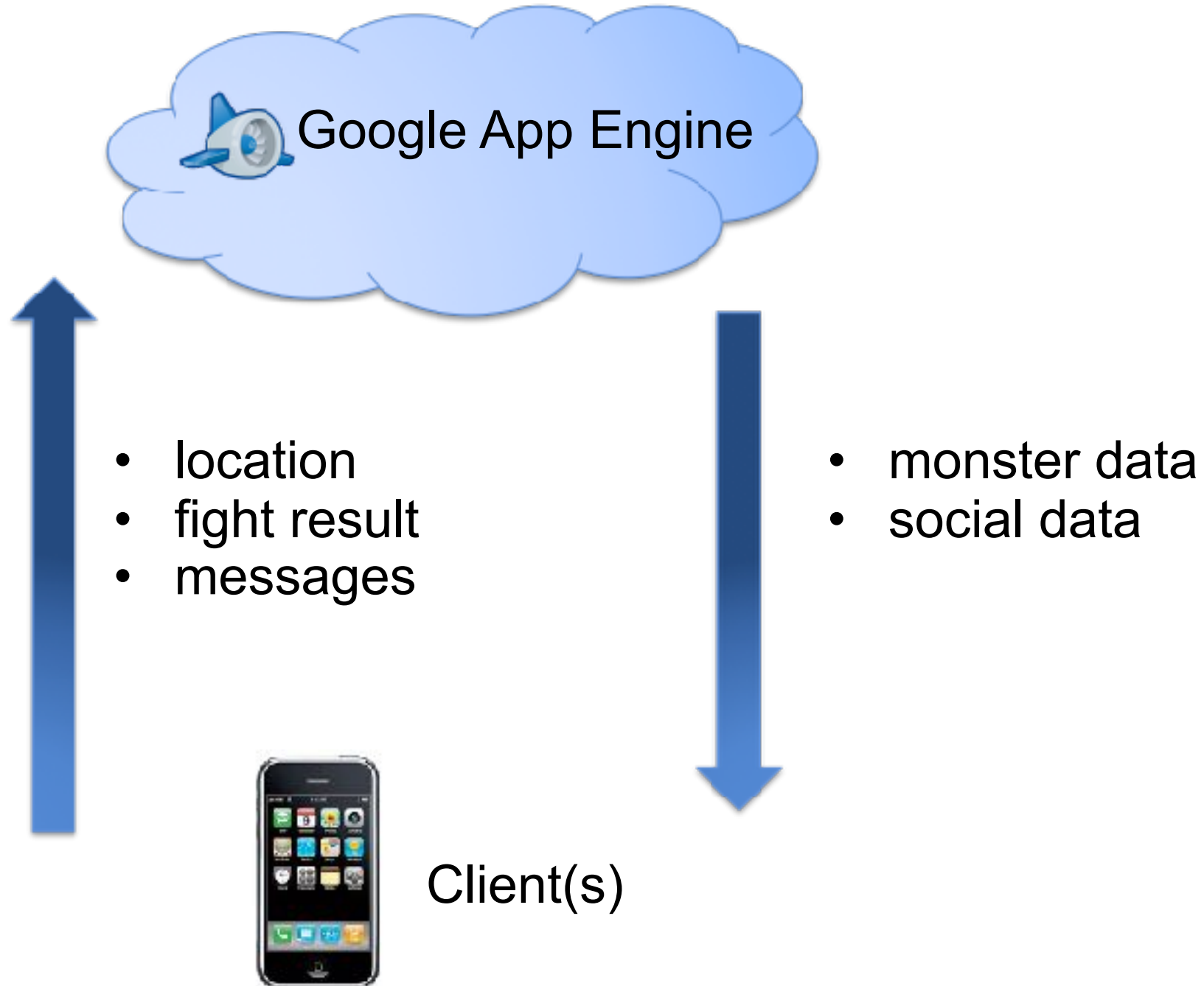


KHARMA FRAMEWORK USAGE

- Positioning
- Balloon-style placemarks
 - HTML
 - Javascript
- Argon browser
 - HTML overlay for UI
 - Javascript for interaction



PORING AR OVERVIEW

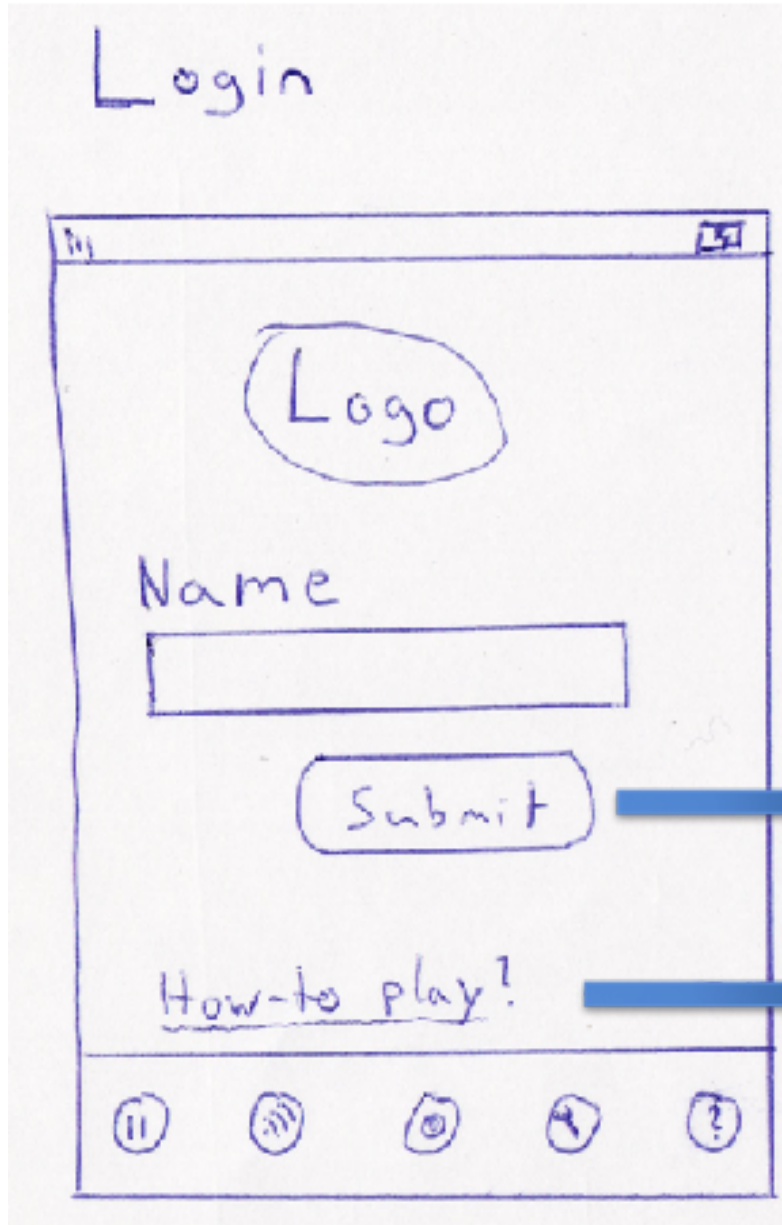


MAIN USER FEATURES

- Explore
- Fight
- Communicate



LOGIN VIEW



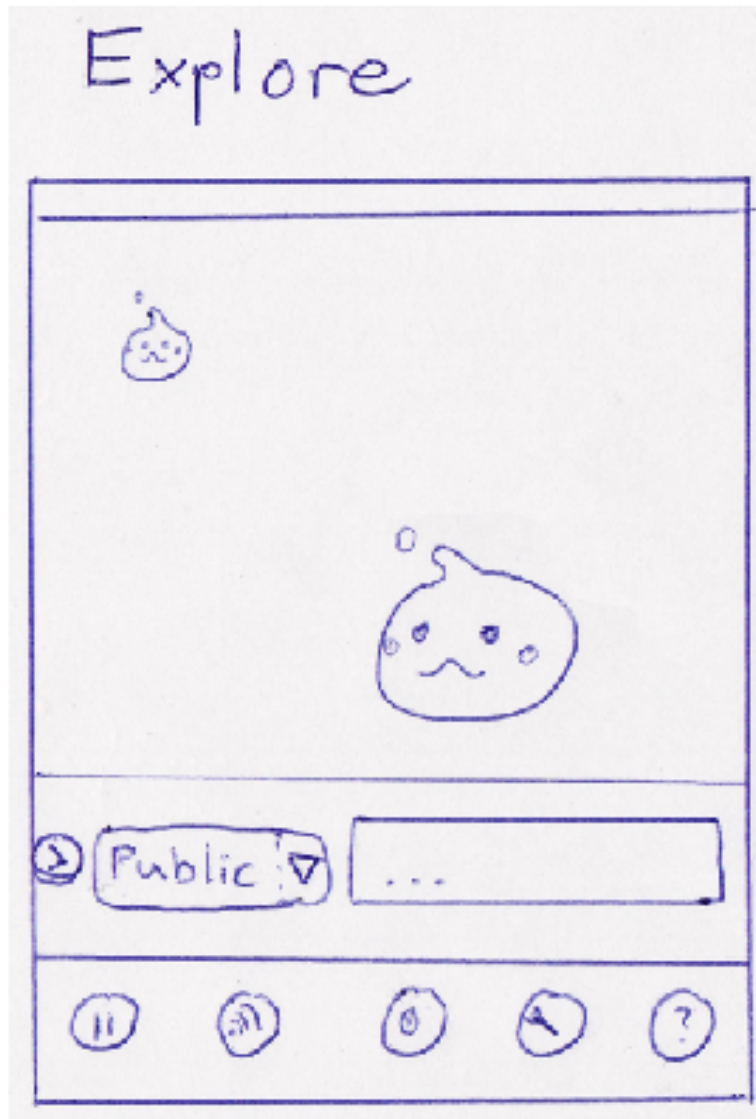
Shown only first time.

Name registered on server,
cookie saves permanent
session.

Instructions displayed on
new layer



EXPLORE VIEW



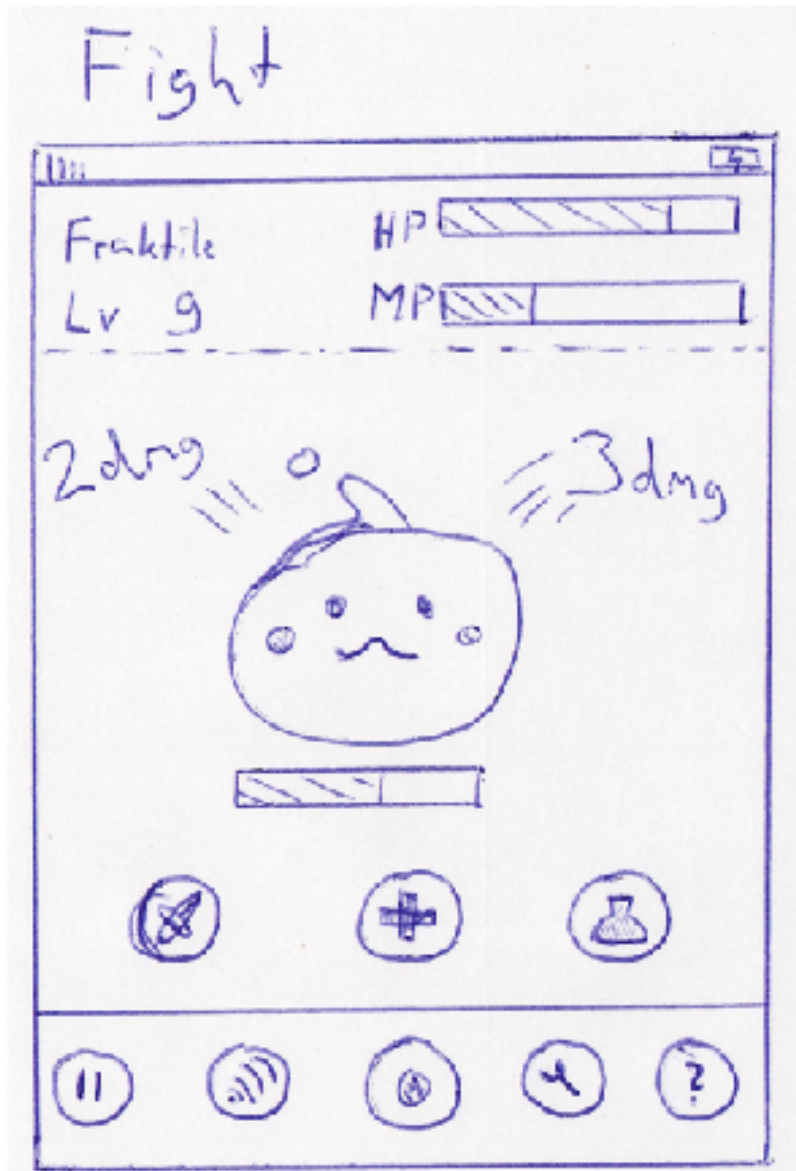
Transparent overlay shows conversations.

Public text different color than party messages

Dropdown: Public, Party



Fight View



Death animation

Visible Monster HP

Cooldown for actions



CURRENT IMPLEMENTATION



CHECK IT OUT!

Demo at workshop.

