



petsARus

An augmented reality (AR) mobile entertainment app for players to interact with digital pets anytime, anywhere

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Meet the Team



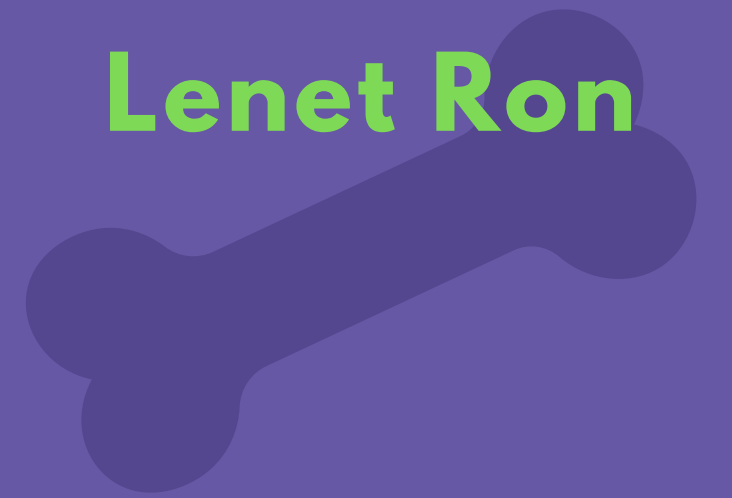
David Tang



Nick Menough



Lenet Ron





Goal

AR app inspired by games like Nintendogs and Tamagotchi. But in this case, user can their bring mobile devices around and interact with their digital pets, feed them treats, and play with them in any environment.

Vision

To incorporate Metaverse elements, including enhanced player and pet social interactions and incorporate in-game currency features for trading items.



Why you may want a virtual pet



Real pets are expensive, require maintenance



Fill the gap that a real pet could provide
(loneliness, comfort)



Ability to own pets despite allergies or
unavailability (owning a dragon)

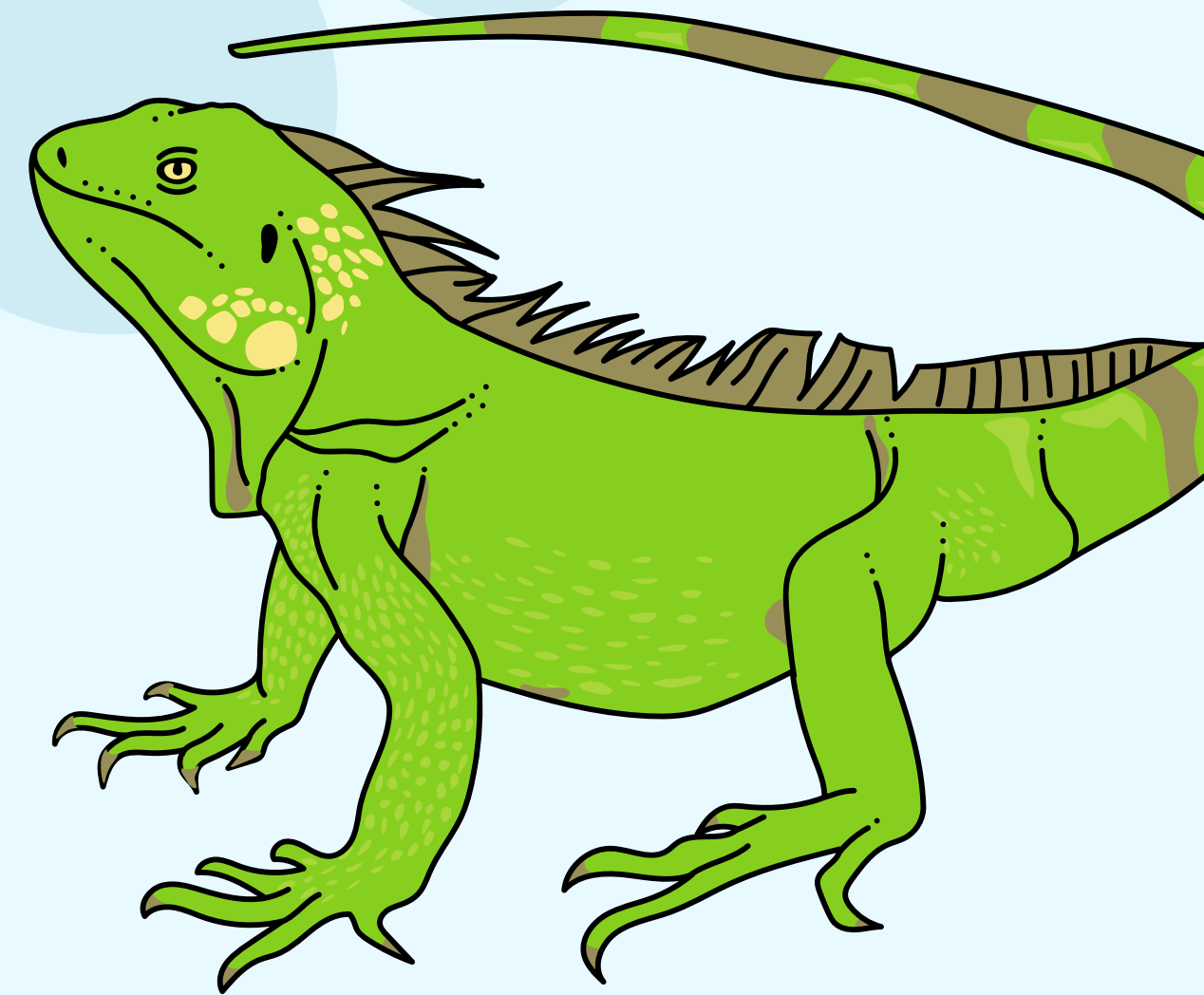
Technology Used

Hardware

- Mac & Windows OS
- Apple & Android mobile phones (for testing)

Software

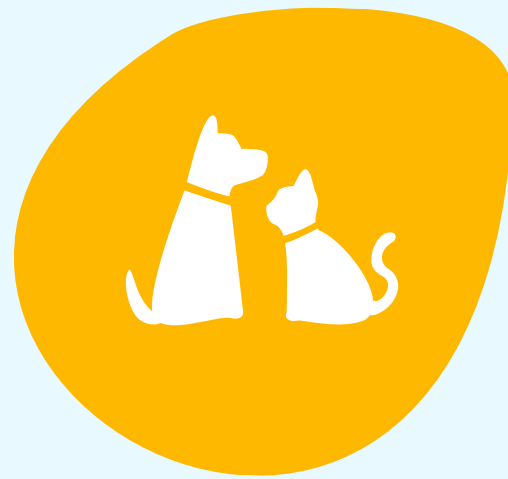
- Unity & Vuforia
- VSCode
- Xcode
- Canva (UI elements)
- Unity Asset Store
- Google's speech-to-text API
- Freemusicarchive.org



Demo Video



Future Plans



Multiple pets

Many pets can be on the same screen and interact with each other



In-game currency

Buy new pets, cosmetics, treats, and toys



Virtual pet park

Host park events, players join to hang out together with their virtual pets



Thank You!



Any questions?

