

Team 9 Project Charter

Team Members: Leo Liu - Chris Sculley - Lucas Hahn - Thomas Simons

Problem Statement

- The gaming community has a problem of not always interacting face-to-face with other members of society. Our project enables a unique gaming experience, blending real-world interaction with imaginary gameplay in way seldom seen before. By not just creating static virtual objects, but interactable and multiplayer-focused scenes tied to real world locations, we can inject the power of augmented reality and 3D gaming into real world interactions to facilitate genuine connection between individuals.

Project Objectives

- Utilize the power of augmented reality to create a unique, collaborative gaming experience that entertains and challenges users
- Use physical destinations to bring a community of gamers together
- Facilitate real-world interaction with others by creating multiplayer experiences
- Create a competitive experience for the community of players (e.g. leaderboards)
- Allow users to create and find local game hotspots

Stakeholders

- **Project Owners:** Leo Liu, Christopher Sculley, Thomas Simons, Lucas Hahn
- **Project Developers:** Leo Liu, Christopher Sculley, Thomas Simons, Lucas Hahn
- **Project Coordinator:** Jordan Hagedorn
- **Users:** Anyone with a desire for immersive and social gaming

Deliverables

- Suite of AR minigames using the Unity 3D game engine
- Cross-platform mobile apps that recognizes trackers in the real-world utilizing Vuforia for AR tracking
- Multiplayer server using the Flask framework, Python and sqlite.
- Dynamic game-world, allowing anyone to create a location, using Google Maps API