Hide & Seek

Adam
Xiaoyi
Lucas
Nout

Ideation

- Peppers Ghost
- AR
  - Ghost hunting/Hiding inspired by Phasmophobia
  - Cops & Robbers
  - Hide and seek

The chosen Idea

- Hide & Seek
  - Location tracking in building
  - Seekers have radars tracking hiders
  - Hiders have gadgets
  - Objective areas

Goal

- Enhance hide and seek
- Intense thrilling tactics and mind games
- Learn about mobile and AR development

Research

1. Unity
2. Google's ARcore package
3. GPS
4. Wifi based location tracking
5. Networking

AR

ARCore
Easy to implement
Slow movement required
Camera always on
Not a good fit

Location tracking

GPS - large scale

Camera tracking - small scale, slow

Nothing in-between

Networking

Set up a server on a laptop

Quick and easy implementation

Little time to develop

Final idea

- GPS tracking
- Larger scale gameplay
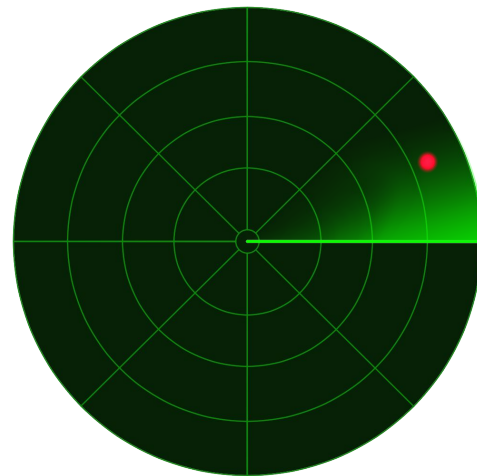- Toolkit to enable different types of games

Seeker

- Find the *Hider*

Seeker

- Uses a radar
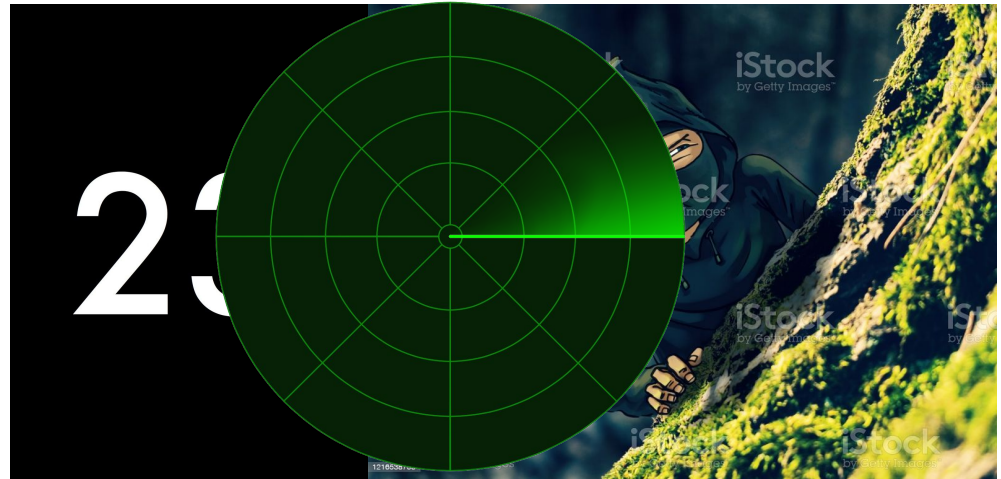- Shows where the *Hiders* are

Hider

- Hides

Hider

- Hides
- Distance to Seeker

Hider

- Hides
- Distance to Seeker
- Jammer

Thank You!

Try it out here!

https://tinyurl.com/spereah

Make sure to give the app GPS access!