



D&D  
Dungeon  
**MAYHEM**

**PROJECTION MAPPING**

# About Dungeon Mayhem

Play as one of four brave, quirky characters—Barbarian, Paladin, Rogue, or Wizard—battling it out in a dungeon full of treasure! With magic missiles flinging, dual daggers slinging, and spiked shields dinging, it's up to you to prove your adventurer has the guts to bring home the glory!





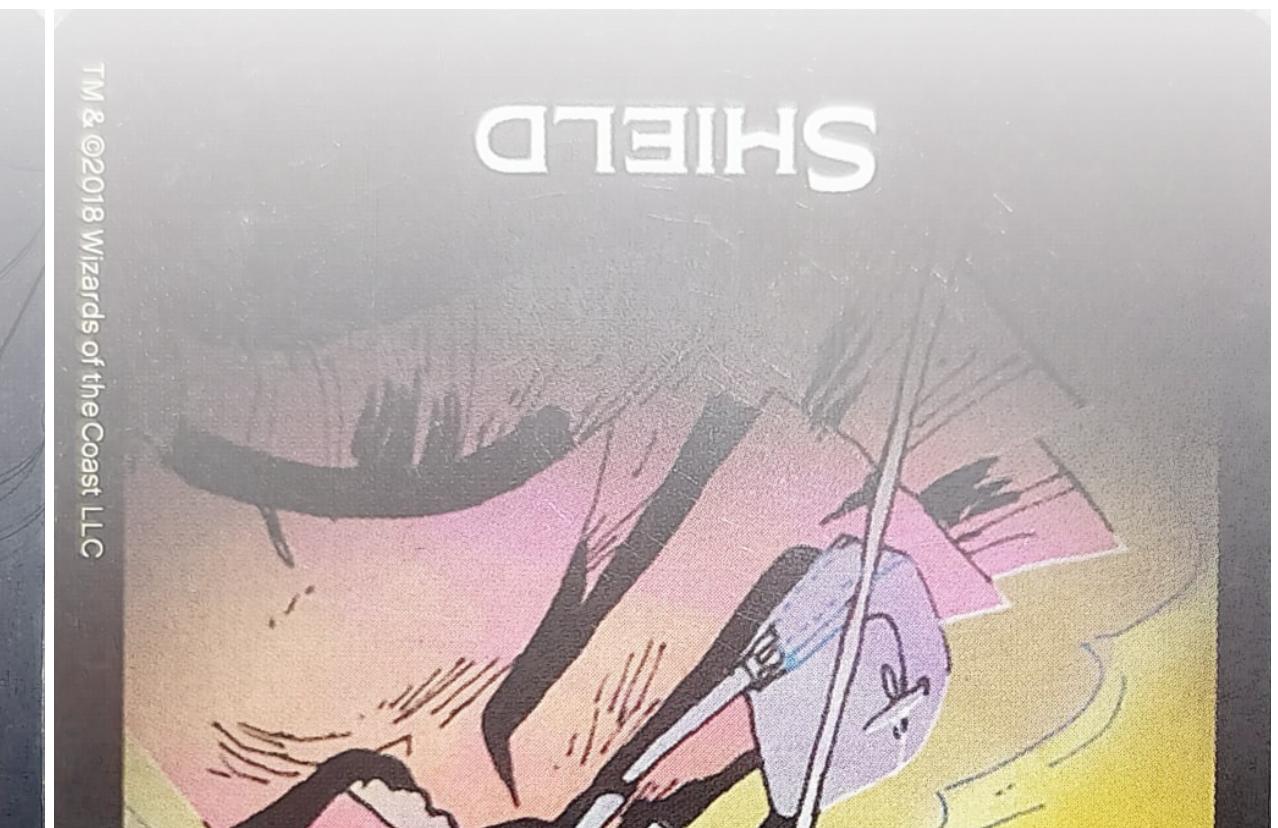
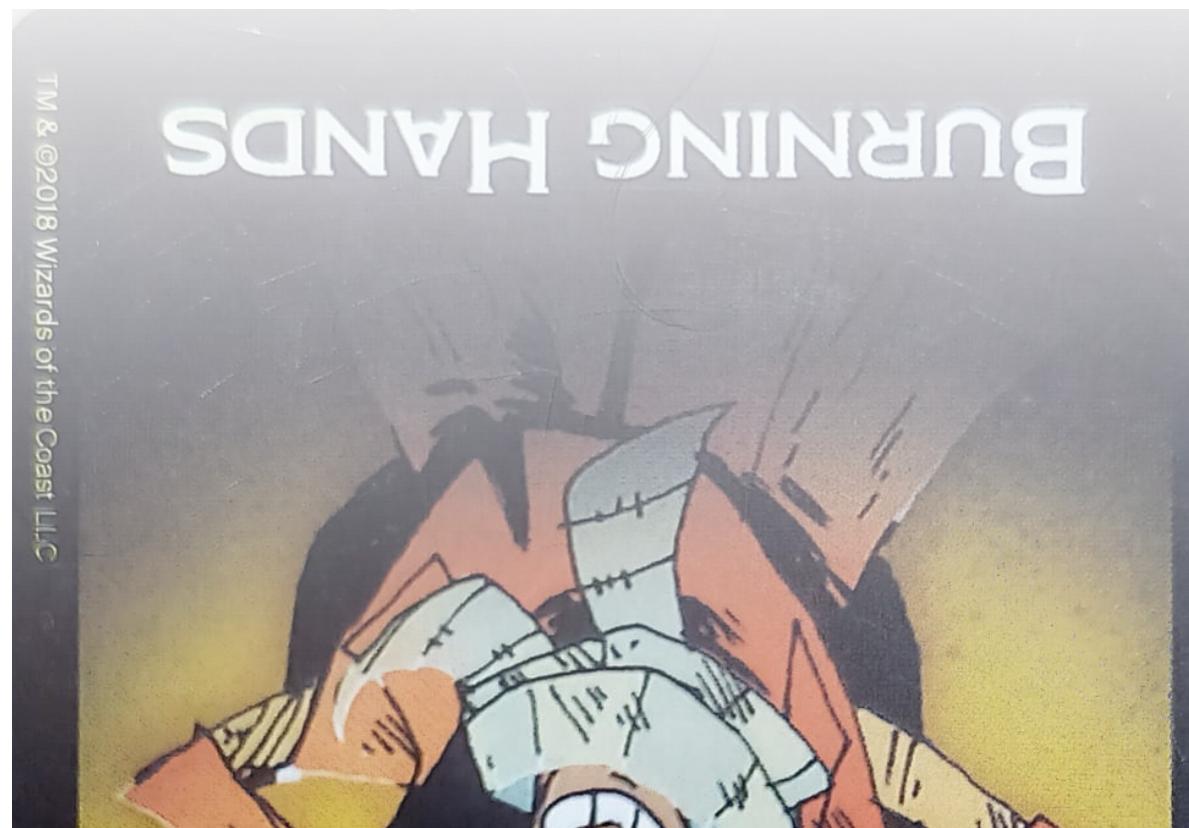
# What are Action Cards

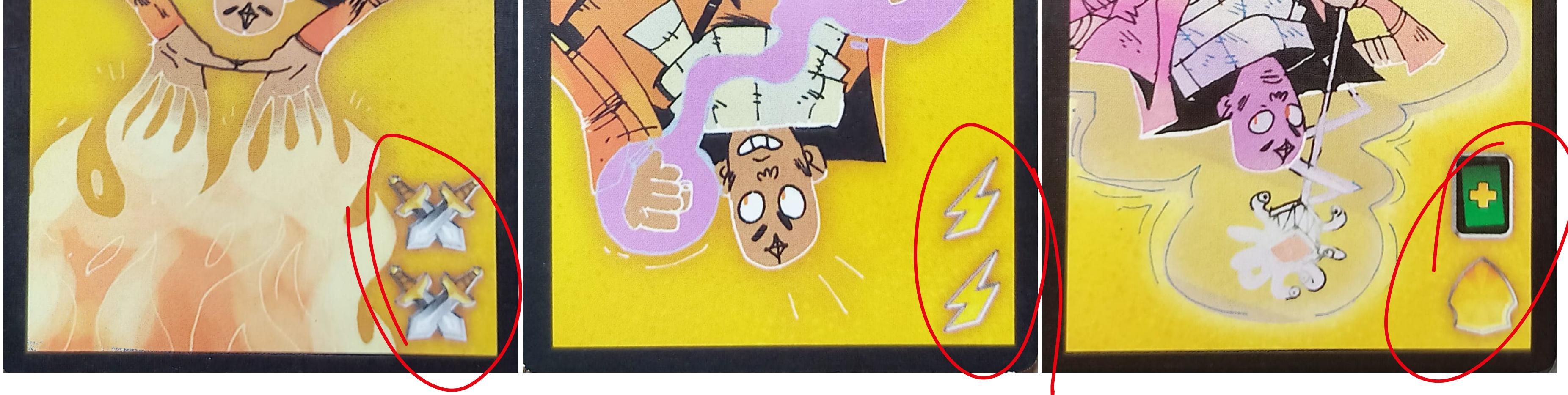
The **Action Cards** feature a diverse range of fundamental actions, encompassing the likes of:

- Dealing damage
- Fortifying with shields
- Extending the player's turn duration
- Drawing extra cards
- Restoring health

# What are we doing?

The experience of **Table Top games** is often bound by a **lot of rules**, often complex or compounded. Our application is an attempt to **simplify the process** so that the players can focus on the things that actually matter like **imagination and having fun!**





## What are we using?

This AR experience is mainly developed on Unity with the help of Vuforia's easy to use image trackers. The UI assets have been made in Adobe Illustrator and the UI has been built on Unity.

# How are we doing it?

Each **Action Card** has associated **fundamental actions**. Our application computes the effect of each card and updates the changes on the Table Top itself. This ensures the users have an easier time getting into the game and worry less about the rules.

We are using a projector that is projecting the game on the floor. We can interact with the elements by touching on the buttons in the projection

# Key Mechanics

Game starts with both players taking three cards from their freshly shuffled decks. Now the players can take turns playing action cards:

- Player must draw a card from the deck
- Play an action card:
  - If damage is dealt:
    - If shield is present, decrease shield
    - If no shields, decrease health
  - If health is regenerated, increase health
  - If shield is deployed, increase shields
  - If turn extended, let player play one more card
  - If additional pull is played, pick another card
  - **Special Actions**
- End Turn



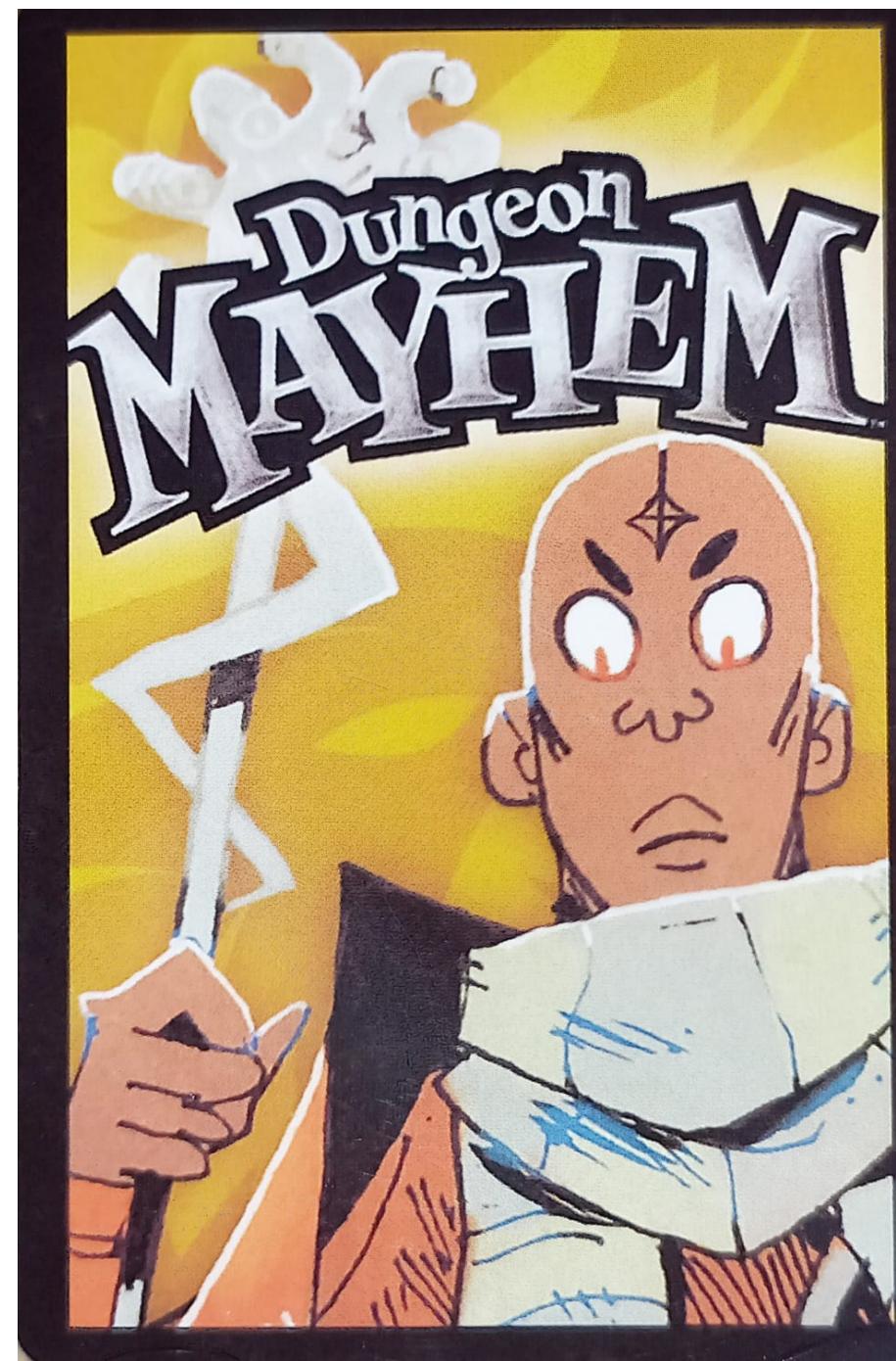
**Hitpoints**

**Cards to Play: 3**



**Shields**

**Draw card  
animation**



**Player 2**

**Player 1**

