



“Discover THI”

Mobile AR Treasure Hunt Game

Team Structure



Waleed



Sara

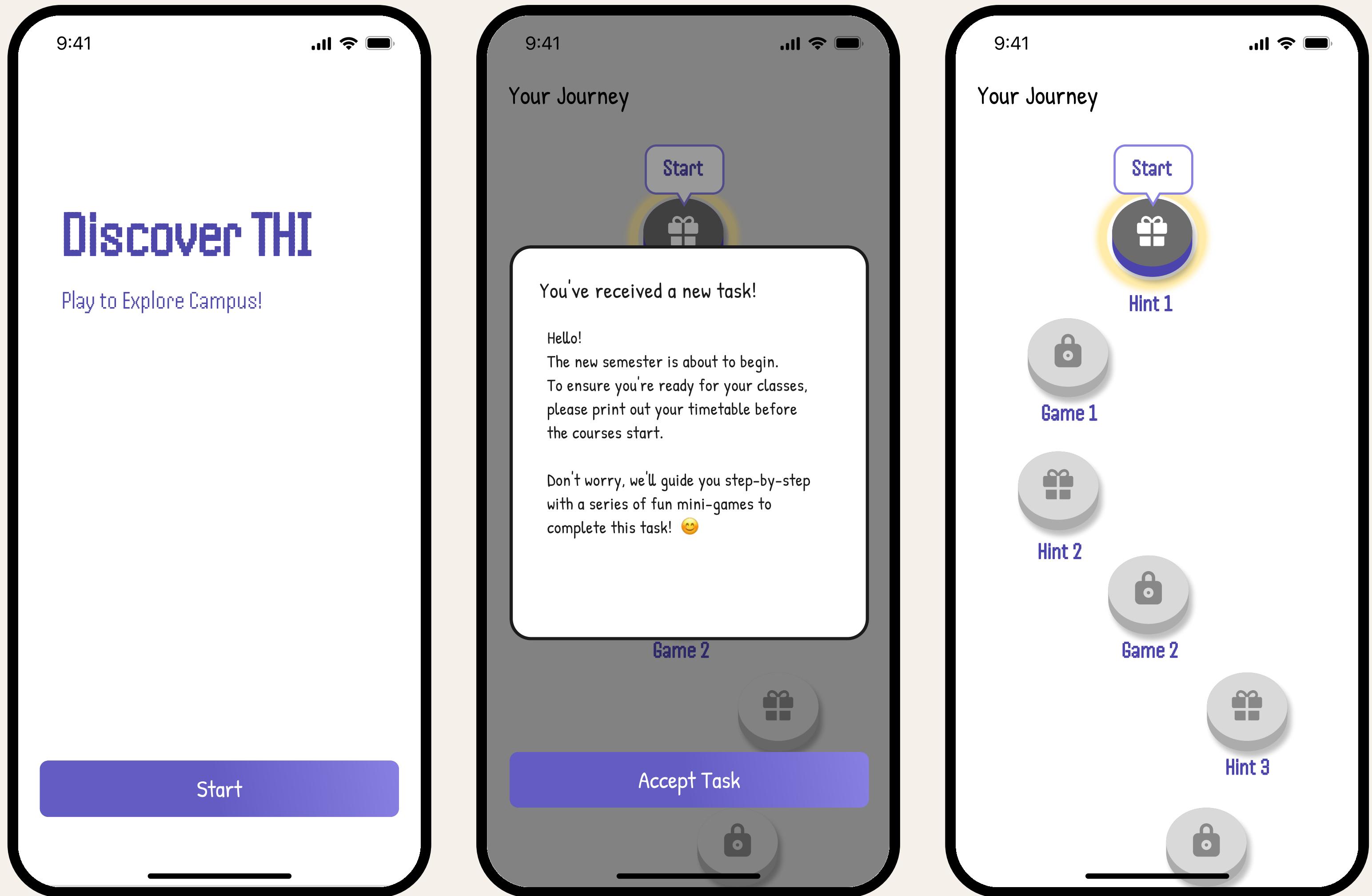


Hang

Concept

“Discover THI”

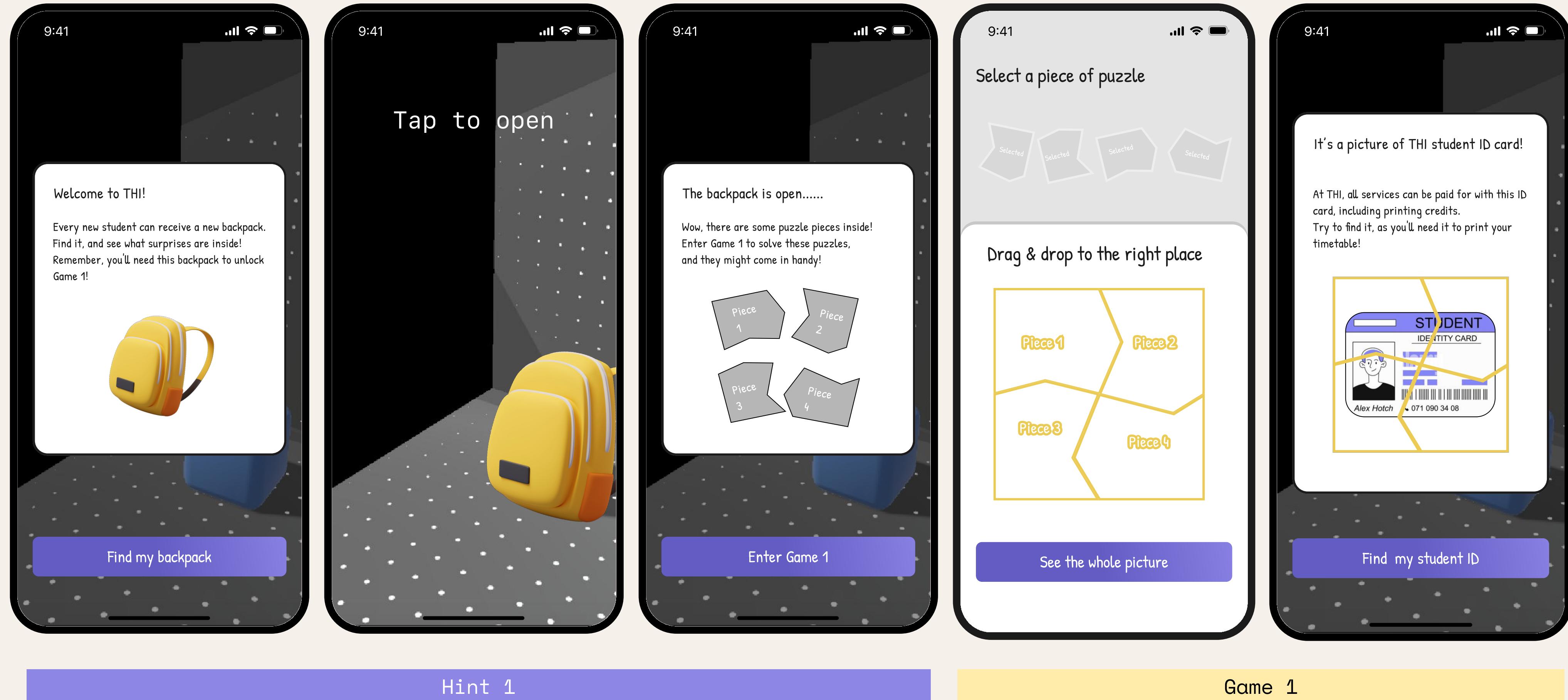
Using AR interactions to simulate the experience of new THI students starting their academic journey, helping them become familiar with the campus and smoothly transition into their studies.



Concept

Hint 1 & Game 1:

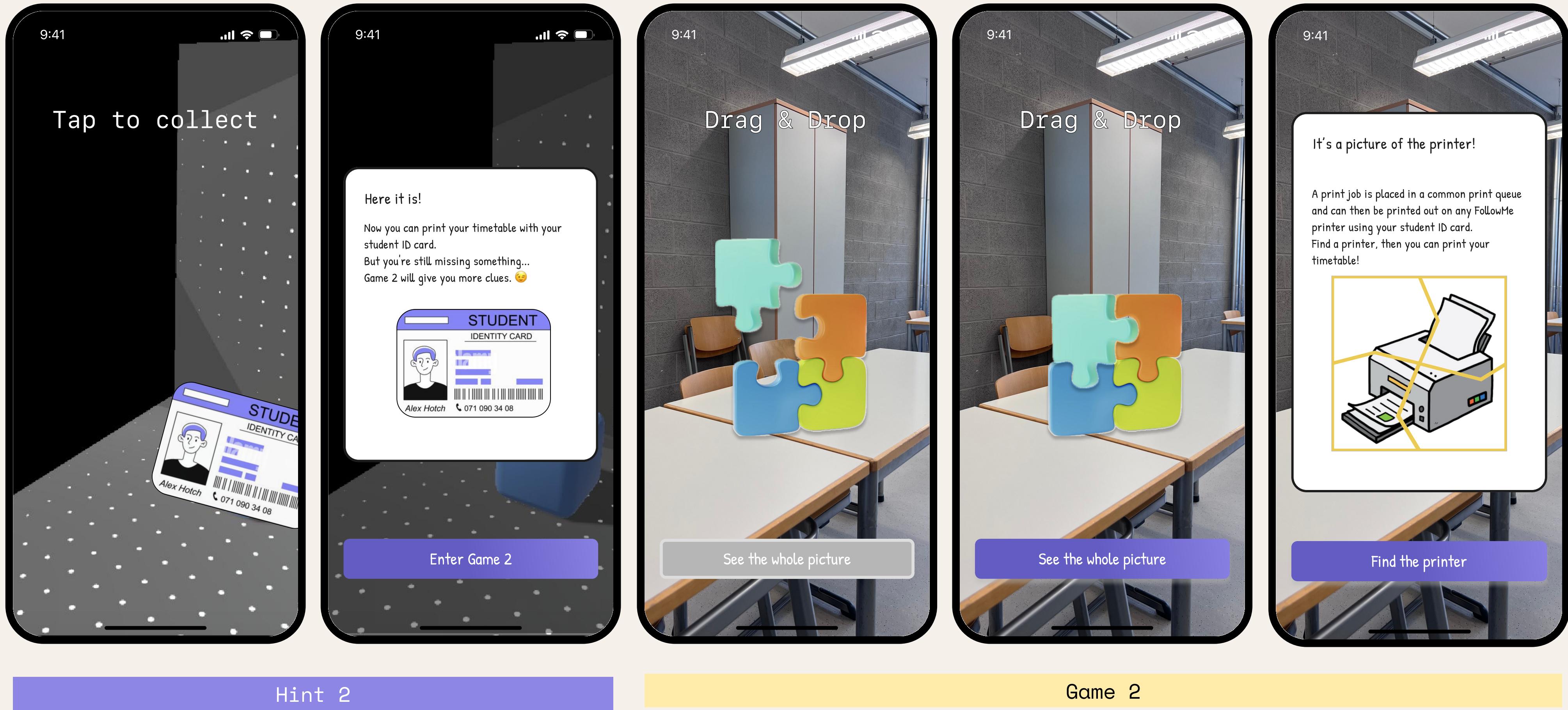
- Find the virtual backpack (Hint 1).
- Complete the 2D puzzle (Game 1) to reveal Hint 2, which is a photo of the next target—a student ID card.



Concept

Hint 2 & Game 2:

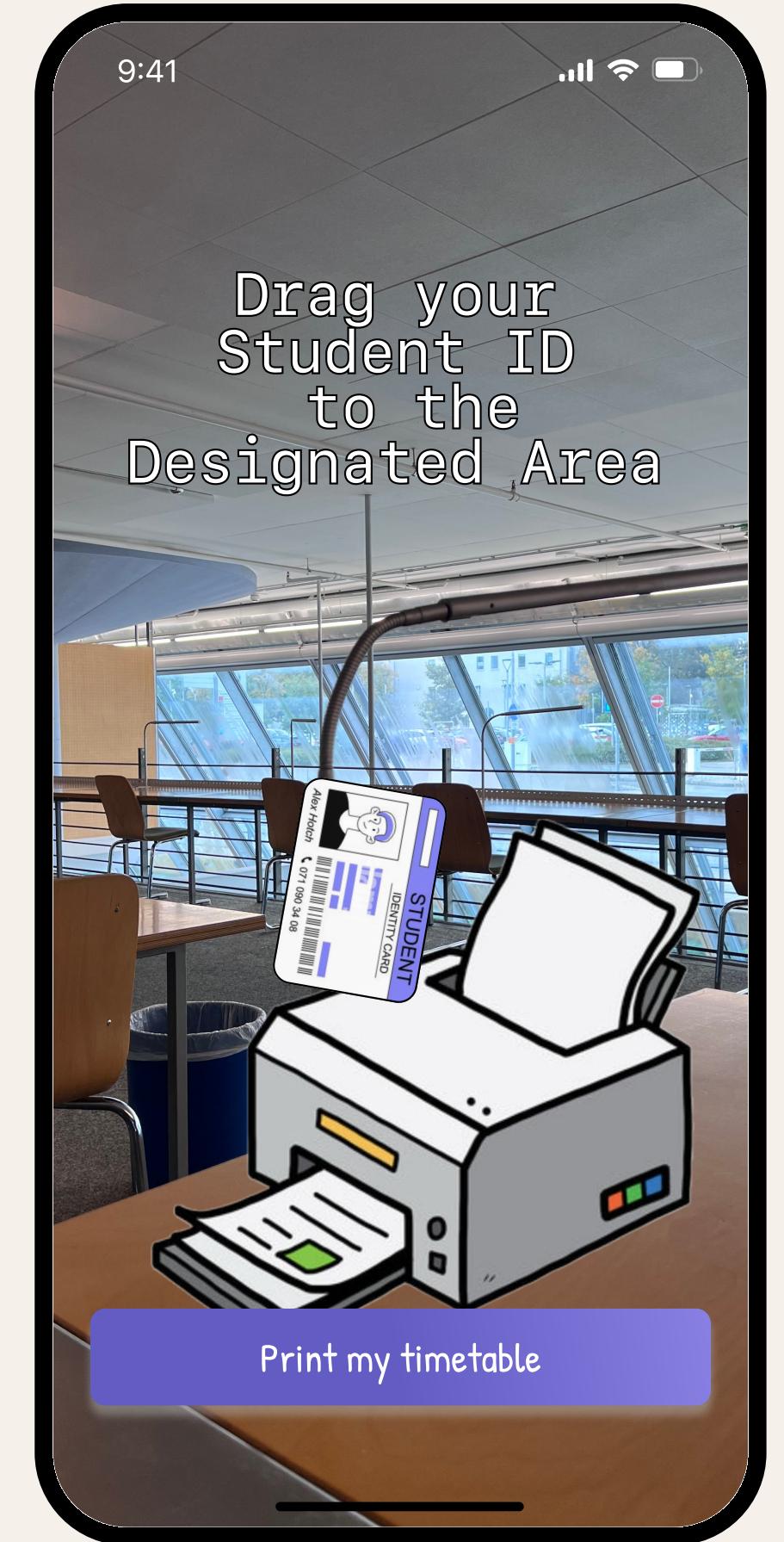
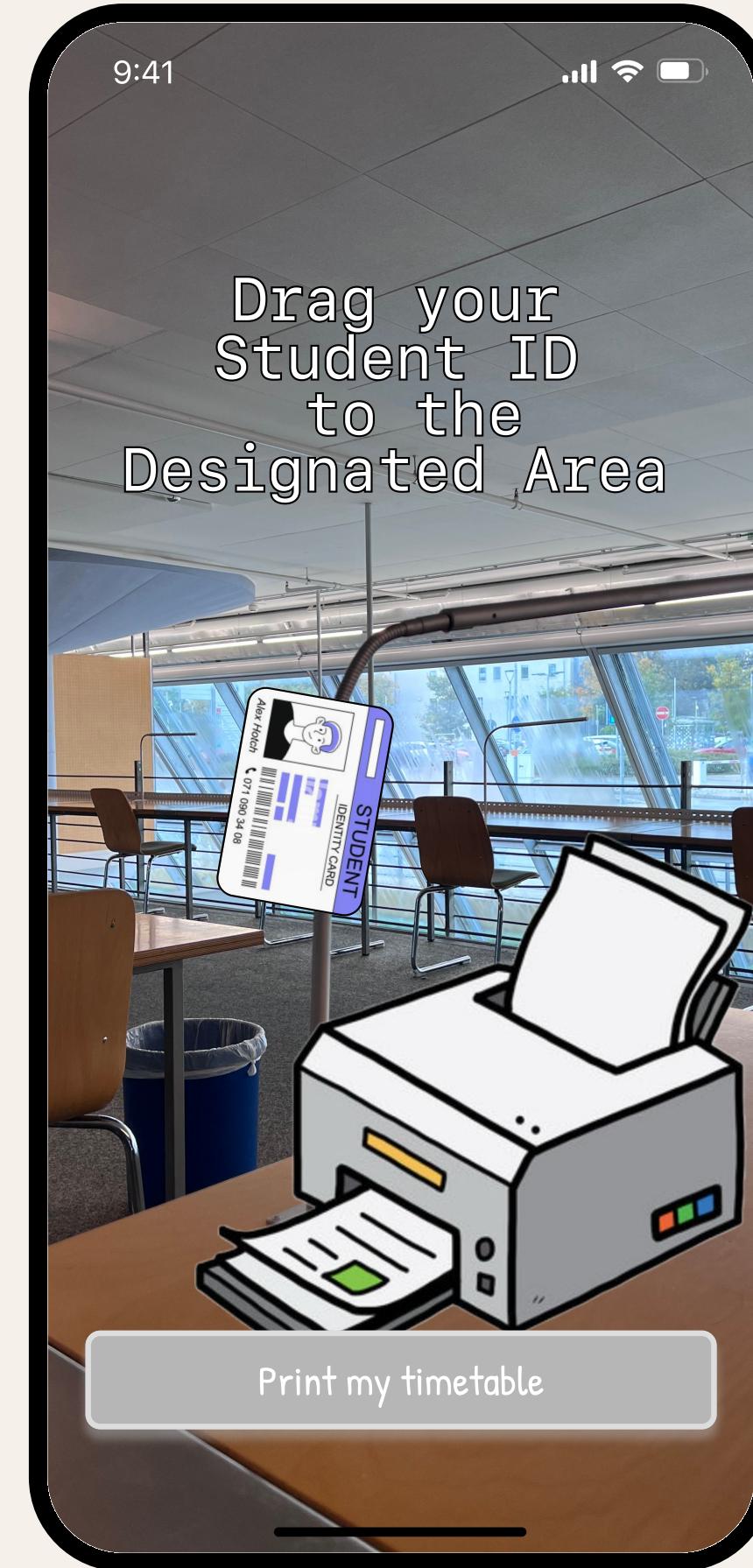
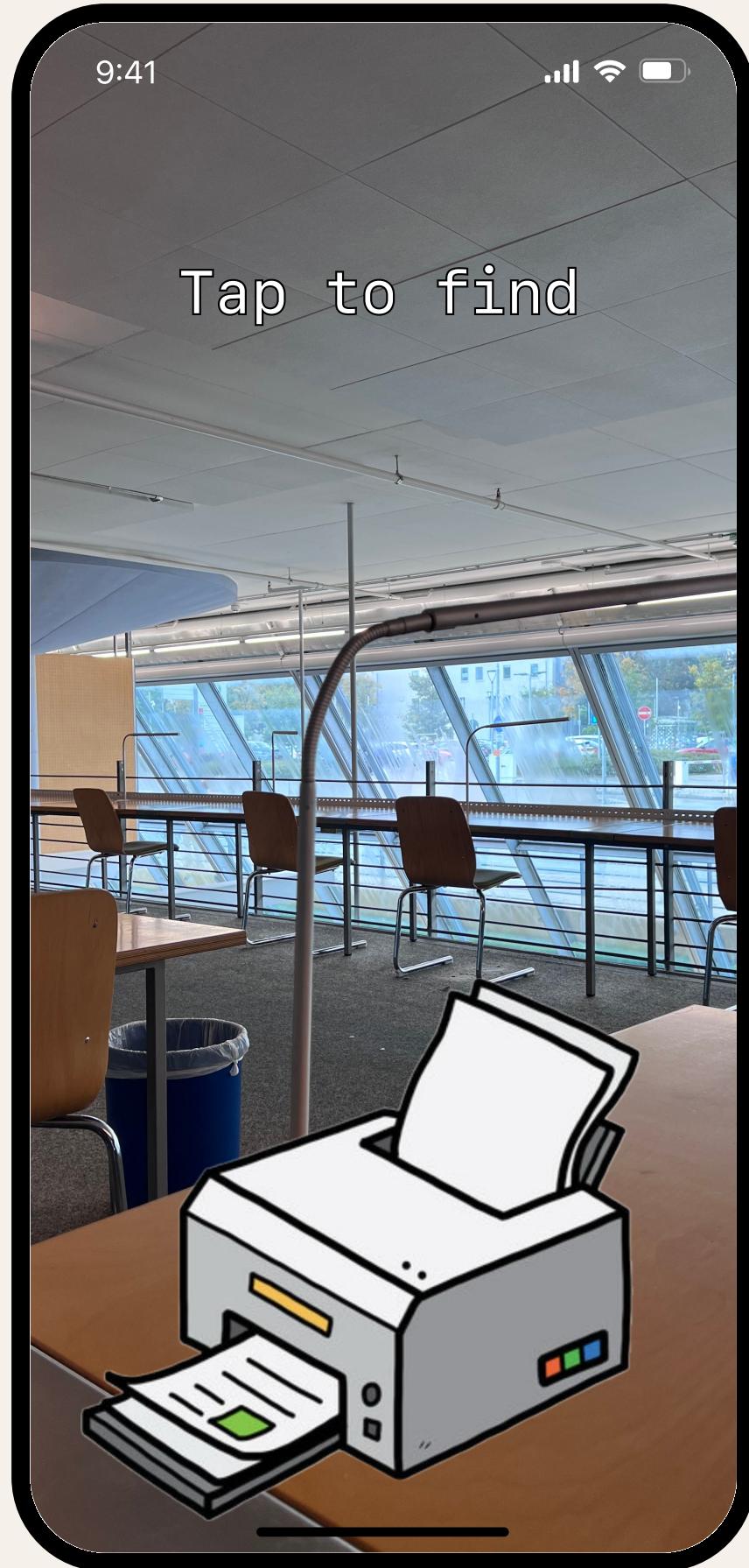
- Find the virtual Student ID (Hint 2).
- Complete the 3D puzzle (Game 2) to reveal Hint 3, which is a photo of the next target—a printer.



Concept

Hint 3 & Game 3:

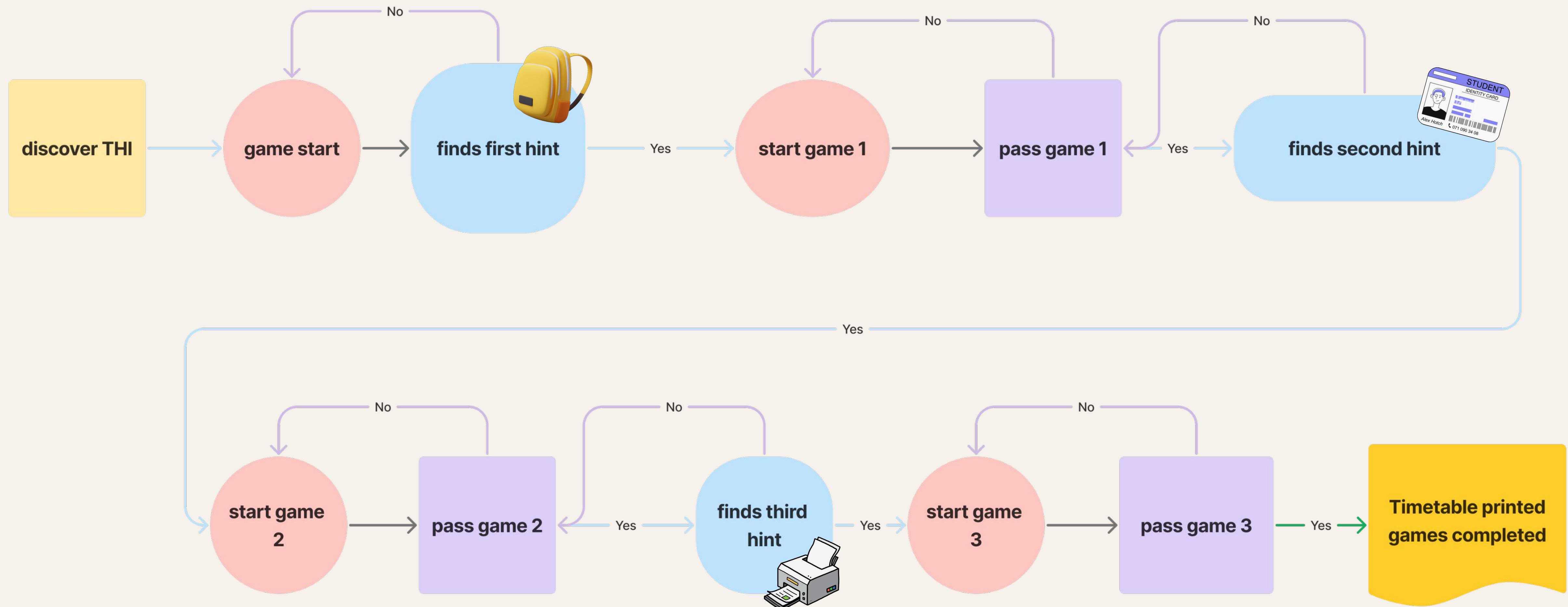
- Find the virtual printer (Hint 3).
- Move the virtual student ID to the designated spot on the printer to complete the printing task (Game 3).



Hint 2

Game 3

User Flow



Personas



ALEX

19, Bachelor student
Local student from Germany

Hobbies: Photography, exploring new places, technology

Why he is interesting?

- As a new student at THI, Alex is eager to familiarize himself with the campus.
- His interest in technology and exploration makes this AR-based game appealing, providing a fun way to discover important campus locations.



HAYLEY

24, Master student
International student from Asia

Hobbies: Cultural exchange, outdoor activities, gaming

Why she is interesting?

- To adapt quickly to a new cultural and academic environment at THI.
- To find resources and locations on campus that support her academic and personal interests.
- This game is like a AR guide that helps her quickly explore the campus.

Schedule

| PHASE 1 | PHASE 2 | PHASE 3 | PHASE 4 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Project Concept & Goal Setting 18/10/2024 | Project Structure Design 08/11/2024 | Preliminary User Testing 06/12/2024 | Final Project Results 20/12/24 |
| <ul style="list-style-type: none">Define the core concept & objectivesCreate user personasDraft wireframesDevelop a project schedule | <ul style="list-style-type: none">Design functional modulesDevelop final prototypeDefine classes & entity relationshipsWrite a Game Design Document | <ul style="list-style-type: none">Game developmentConduct 1st round of user testingCollect feedbackAnalyze user experienceIdentify improvements | <ul style="list-style-type: none">Conduct 2nd user testGather detailed feedbackAnalyze satisfaction and effectivenessSubmit final report & code |

Thank you!