



AR UNO

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EXECUTIVE SUMMARY

Objective

Playing AR UNO using iOS devices with friends! UNO is a simple card game for age 7+ with very flexible number of people playing. With ARKit, players will have a more immersive game experience.

Goals

Week 1: Implement UNO game logic

Week 2: Setup the game board in Unity using Unity-ARKit-Plugin

Week 3: Add house rules (progressive uno, jump-in, "uno")

Week 4: Add networking component for multiplayer

Solution

Using Apple ARKit API and Unity-ARKit-Plugin to create a game board that can be shared between players. Each player has their own handful of cards. Each card in hand is interactive.

Challenges

ARKit is relatively new and implement networking module with ARKit is not trivial. There is no current standard way to deal with networking with ARKit, so the focus would be to implement the AR uno in offline mode with basic AI.

- ARKit game
 - Involves Unity (C#), iOS (Swift), Models (Blender or other replacements)
 - Networking with ARKit
 - Good UX
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