

# treAsuRe hunting

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## Introduction



### Looking for the keys

According to the clues in the list of clues, one can start to find the keys to open the treasure box.

**At the key point 1**  
Where one can get the Gold key



**At the key point 2**  
Where one can get the Silver key



**At the key point 3**  
Where one can get the Copper key



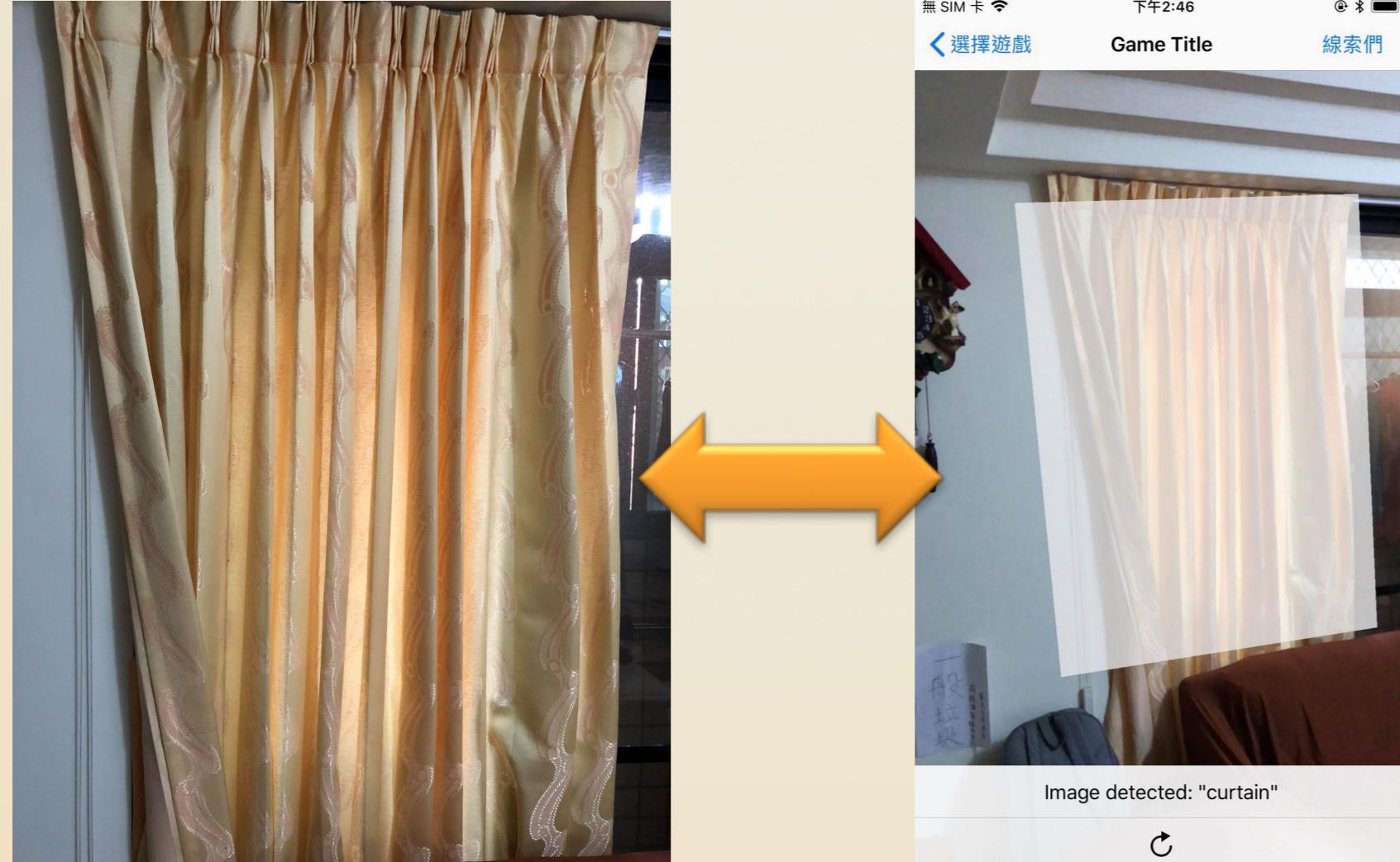
**Back to the starting point**  
One can now open the treasure box and see the winning message



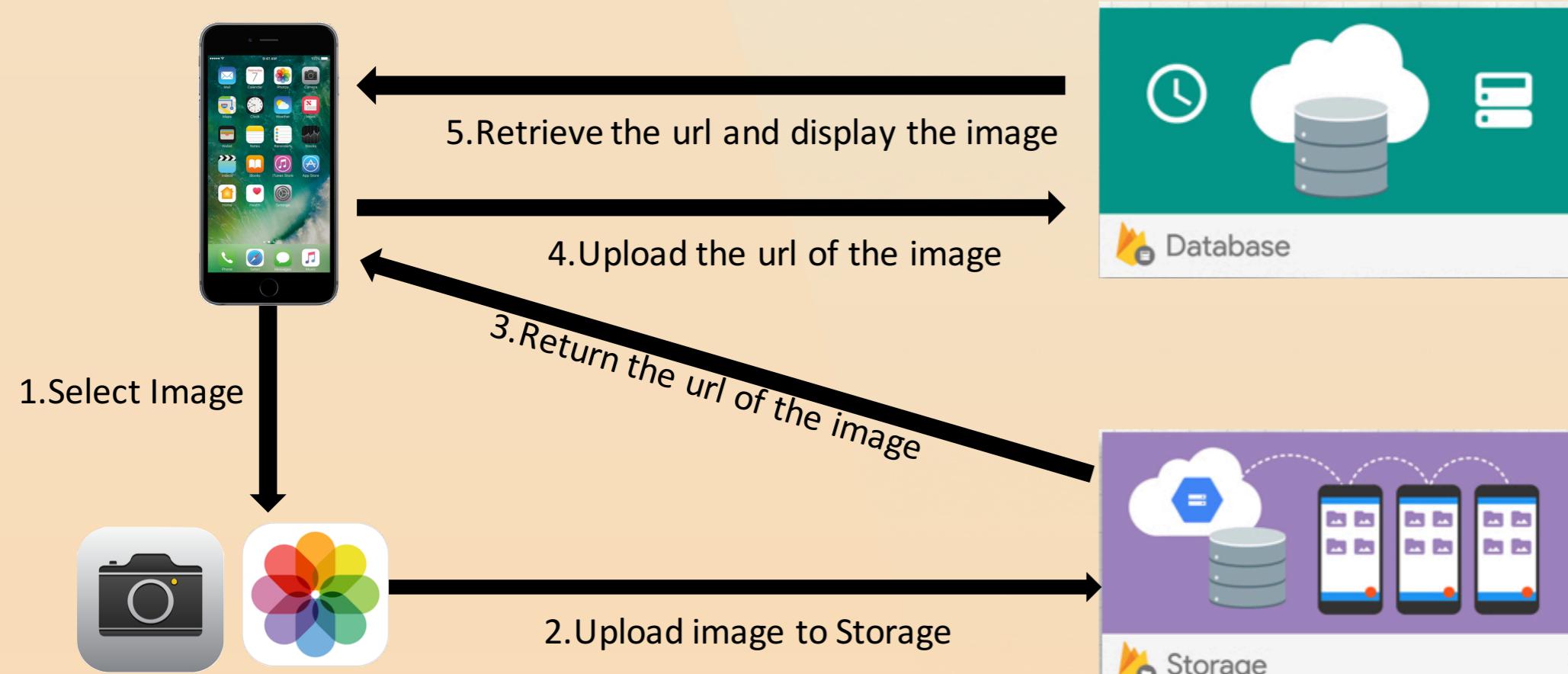
## Technique

### a. ARImageAnchor

Information about the position and orientation of an image detected in a world-tracking AR session.

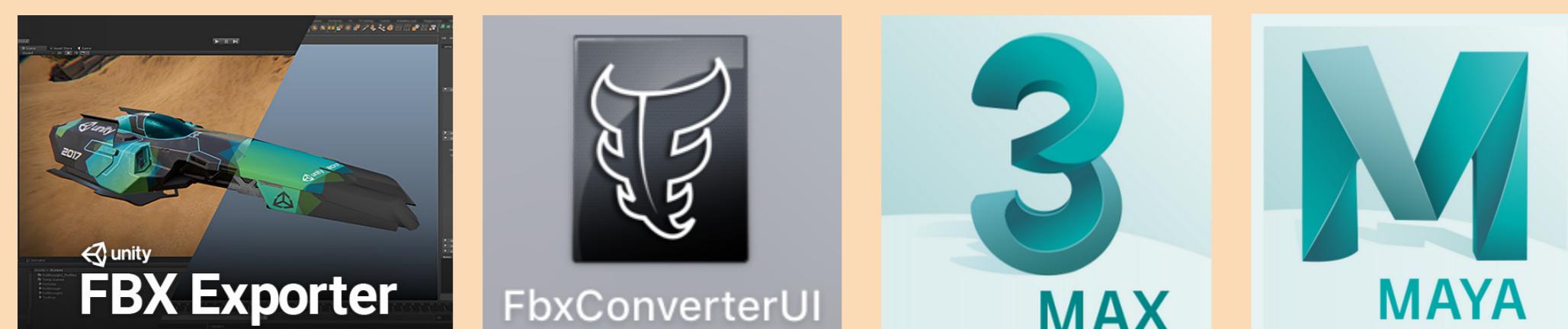


### b. Firebase Storage



### c. Exporting model from Unity

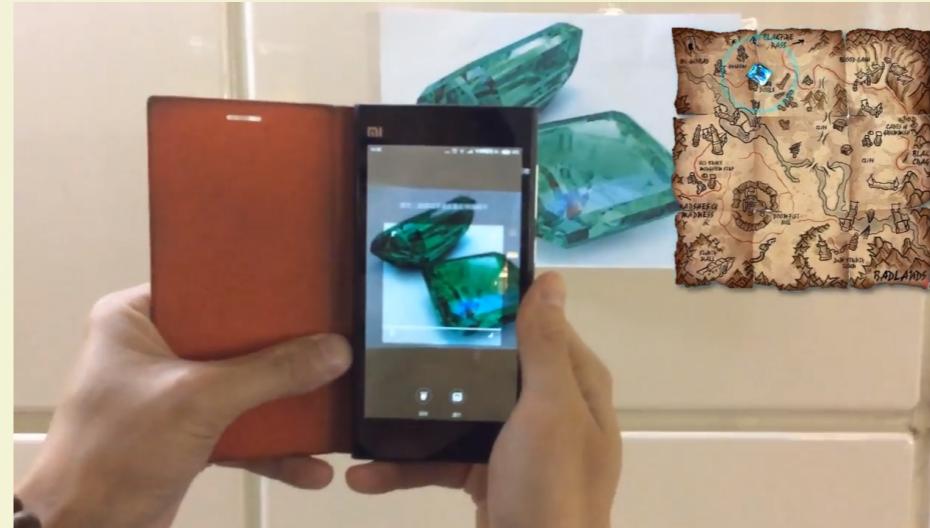
- SceneKit support 3D model: .obj. & .dae & .scn
- Asset Store – FBX Exporter to .fbx
- 3ds Max, Maya(Payment)/AutoDesk - FbxConverterUI



## Related Application

### a. 【WEJUMP】城市尋寶影片Demo (AR擴增實境)

b. marq - 2013年TGS台北國際電玩展「藏寶AR擴增實境蒐集遊戲」



(a)



(b)

## Game Display



## Future Work

This work is now just designed so simply that we still have some room to improve and make this app more perfect and more fascinating to people. There are something that we expect to do:

- Customized map: In this work, we decided 3 locations for keys and 1 location for treasure. After finding the location of treasure, the player will get the 3 clues for the locations of keys. Once getting 3 keys, the player could win the treasure. To make this work more interesting, we hope in the future, the player could design his/her own rule in this app. For example, the player could set there are 4 keys (3 are real, and 1 is fake) and treasure, and specify that must find 2 keys first(the real keys) to get the other clues for the key and treasure.
- Selection of the model: There are only keys and treasure in our model. In the future, we want add more models such as gem, gold, diamond.
- Scoreboard: This app is console game. In the future, we could make it be an online game. The player could compete for finding the treasure first, and the time from starting the game to finding out the treasure will be recorded to rank on the scoreboard.