Opening:

ScavengAR the game takes the audacious task of combining the real and virtual worlds. We created mobile application written for android to bring the age of mobile gaming into the new augmented reality world. Following in the footsteps of the widely successful Pokémon Go, we created a mobile application using unity and Vuforia. ScavengAR is a scavenger hunt game in which a user or group of users have the world transformed into a new realm, a winner is then crowed based on the game mode. The game modes currently available include a time-challenge and a race to a score. We chose to undertake this task because we see that this is the future of mobile applications and the mobile gaming community. And we wish to be on the frontier of innovation.

Body:

While developing ScavengAR, we strived to place the players first and create a game that would be fulfilling and exciting to play. One aspect that we saw as crucial for the players is a level of customization within the game, allowing each individual player to tailor their experience perfectly with their preferences. In ScavengAR the players have the ability to select from many options before they load into a game. They, first, select their favorite model they wish to collect like robots, coins, and birds. The player is then presented with a choice on the size of the field of play. Whether they want a small field with a dense object ratio, or a sparser and spread out gameplay. Finally, they select which game mode they wish to play. The first game mode is a timed race where the object is to collect as many objects before the clocks strikes 0. The player also selects the time, so they can choose a short minute long sprint or a longer 10-minute game. The next game mode that the player can choose is a race to a score. The player can choose an object score like 10 and the first player to collect 10 robot, birds, or coins will be the champion.