Locatory: an augmented reality mobile game

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Abstract:


The concept of game is rather easy. Players can compete with each other and gather cards that are hidden in augmented reality. Once a card is taken, it can be dropped at a physical location (figure 3, B). When a card is dropped at the correct location, the player receives a point.

Prior to dropping a card, the card needs to be taken. A game designer can hide pairs of cards at various locations. These cards are visible for the players using augmented reality techniques (figure 1). A user can walk to a location and click on a card to flip it (figure 2). When flipping the same card twice in row, the card is added to a player’s bag-pack (figure 3, A).

Screenshots

Figure1: A locatory card
Figure 2: flipping a card

Figure 3: Dropping a (taken) card takes two actions.
Action A: select a card from the bag-pack.
Action B: clicking the drop button, drops the card on the location.
References: