

# Project Initialization Document

## Implement an Augmented Reality Game

### **Project definition**

The game is based on the Google maps API and the iPhone's GPS and solid-state compass. It has a scoring system based on the checkpoints. The checkpoints will be presented on the map as a pin annotation and also in the augmented reality (AR) part as a sphere. Depending on the time and the number of developers the checkpoints will be stored on a server or on the phone. The goal of the game is to reach these checkpoints with the phone and collect them.

The user can see the checkpoints on the map, and can continue a marked road to reach them.

The AR part of the application will show the checkpoints via the iPhone's camera, so the user can search the checkpoint using the camera.

The user interface will also contain a table for the checkpoints, after the user selected it, there will be additional information about it. After the additional information the map will appear and with a button the user will have the possibility to change between the Map and AR. Also the user can find another checkpoint. After the checkpoint is reached the user will gain points.

More information about the project will be published when students will accept it.