Introduction

What is Augmented Reality?
What is AR group Coordinator

- AR group coordinator is our solution to live location services
- Created in UNITY with Firebase implementation
Why we created AR group Coordinator

- Rescue Operations
- Organizing groups
- Custom solutions finding attractions
Why we created AR group Coordinator

- Competing Solutions
How we created AR group coordinator

- Component Diagram

Legend:

- White dots: The white dots represent friends that are in the same session.
- Green dot: represents the player and the triangle on the head shows what direction the player is facing.
- Gray Triangles: represent other players/friends that are farther away and the triangles act as directions to show where to move to find them.
How we created AR group coordinator

- Class Diagram
GPS

- Initial implementation of getting GPS location

**GPS Location**

**GPS STATUS:** Running

- **Latitude:** 32.99094
- **Longitude:** -96.77222
UI design

- The design of the map is based on Radars. Commonly found in Video games.
- The map is supposed to show friends as dots.
- Landmarks/points of interests can have custom sprites.
DEMO
Challenges we faced

- Converting Live GPS coordinates to game Coordinates accurately
- Firebase implementation in a live setting
- Overall UI design to suit our specifications
Next Steps
Additions we can make
Next steps

- Further AR integration can add very interesting use cases.
QUESTIONS ?