

AR Group Coordinator

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Introduction

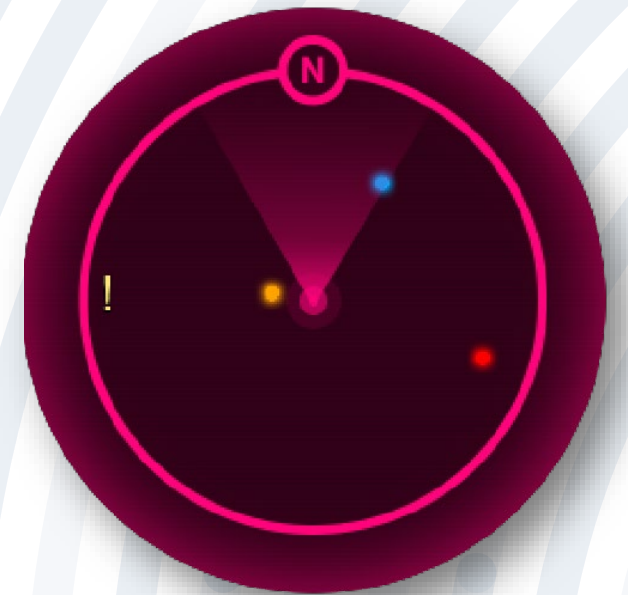
What is Augmented Reality?

AR Group Coordinator

What, Why and How

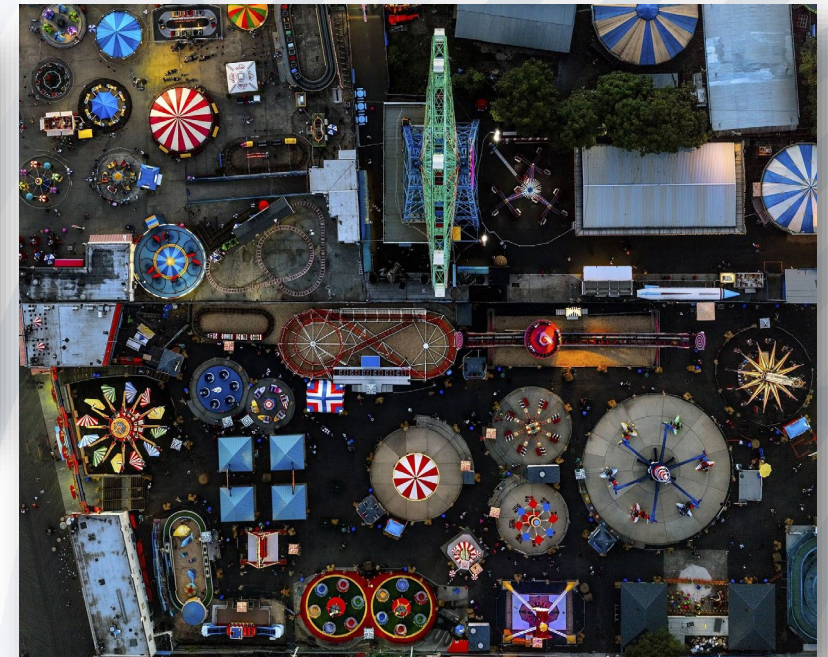
What is AR group Coordinator

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



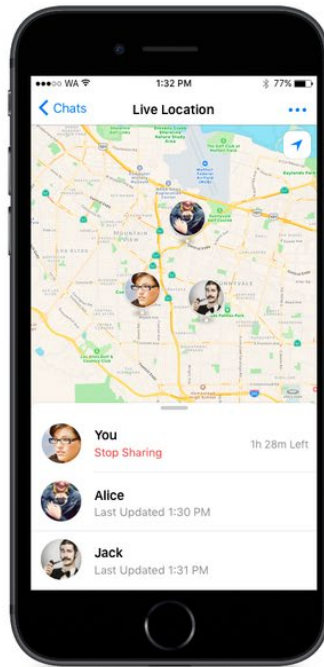
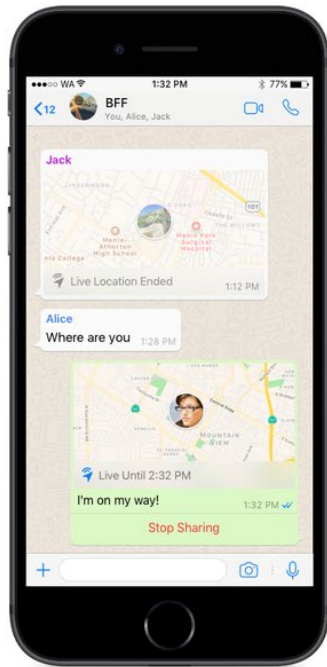
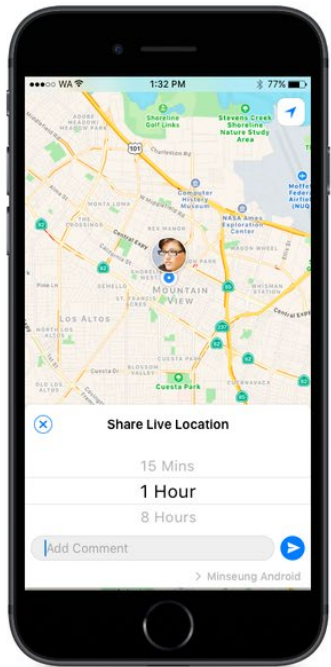
Why we created AR group Coordinator

- Rescue Operations
- Organizing groups
- Custom solutions finding attractions



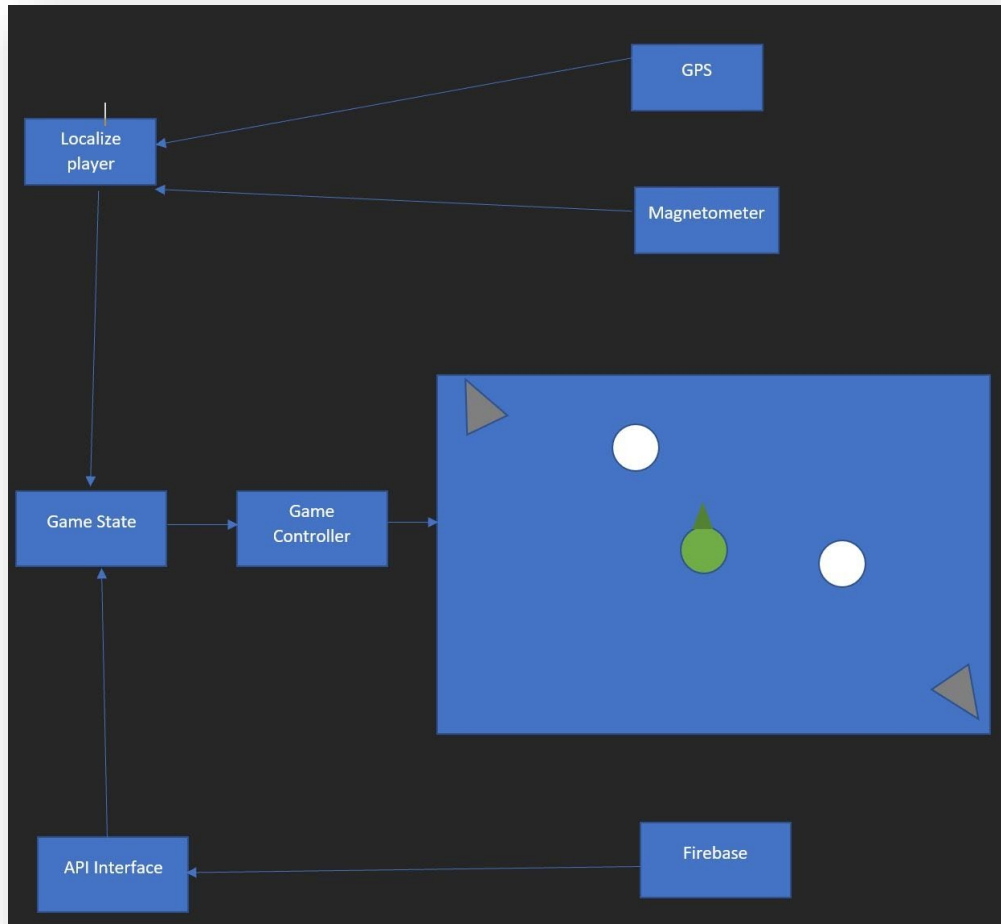
Why we created AR group Coordinator

- Competing Solutions



How we created AR group coordinator

- Component Diagram

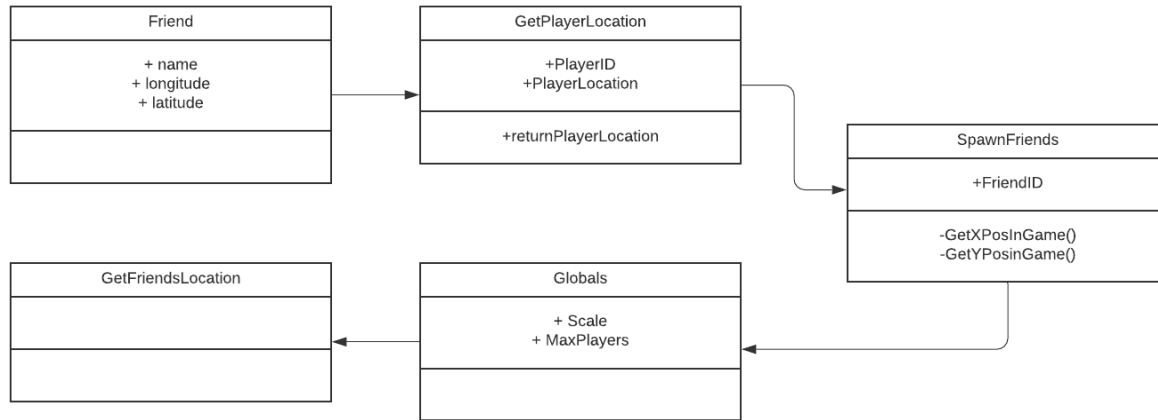


Legend:

- 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



Fire base



Firebase



GPS

- Initial implementation of getting GPS location

GPS Location

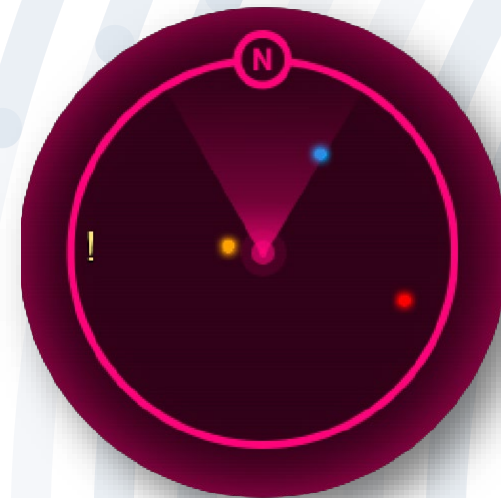
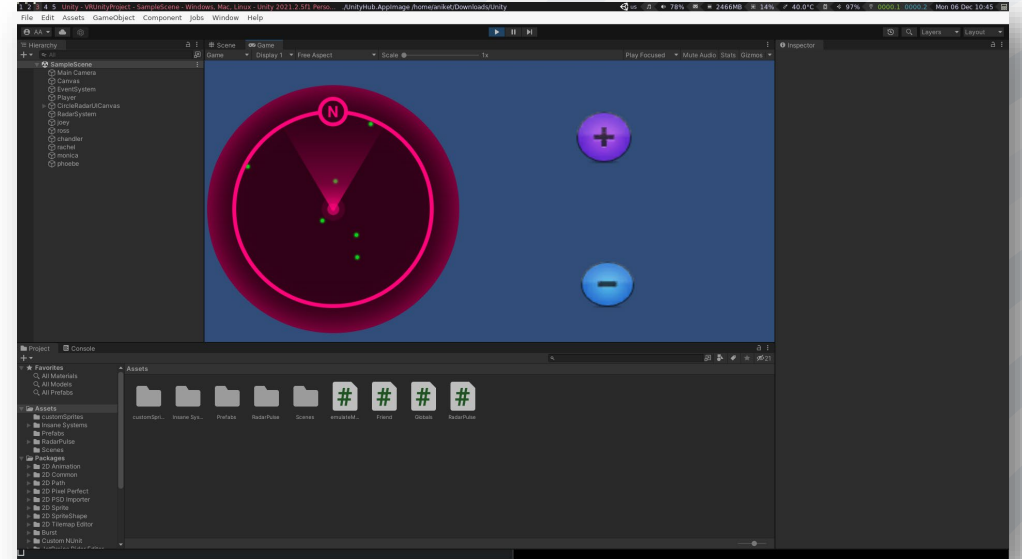
GPS STATUS: Running

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 ?