Superhuman Training in Augmented Reality

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INTRODUCTION

• Augmented Reality
• Training facility
• Superhuman powers
• Work together to win
STAR TRAILER
GAME DESIGN
SCENE

- Augmented floor
- Training facility
- Lava beneath narrow path
- Vertigo effect
GAME DESIGN

SCENE

- Training robots
- Energy core
GAME DESIGN
MECHANICS

- Physical movement
- Superhuman power: Shooting
- Health
GAME DESIGN

MECHANICS

- Energy needed to shoot
- Collect hidden energy orbs
- Superhuman power: ability to see through path
- Voice-activated scanner
GAME DESIGN
MECHANICS

• Co-op game: work together
• Colors
• Energy core
• Destroy shields
GAME DESIGN

GOALS

To survive:
• Gather energy
• Dodge enemy shots

To score points:
• Shoot robots
• Shoot shields

To win:
• Destroy energy core
PROGRESSION AND CHALLENGE

- Setup: scan & place
- Enemies appear progressively
- Winning
  - Core destroyed
- Losing
  - Out of health
MOVEMENT

• Search for energy:
  Navigate narrow path
  Do not step in lava
• Enemies shoot:
  Dodge enemy lasers
SKILLS

• Agility
• Reflexes
• Accuracy
• Resource management
• Communication skills
TECHNOLOGY LIMITATIONS

• Movement speed
• Limited field of view
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