A NEXT GENERATION BOARD GAME
Team SpiritWorld
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What are the limitations of a board game?

Board games: all info on the board, no secrets

Online games: secrets, but no face-to-face

Some board games have secrets, but:
- Can't move around the room
- Limits organic social interaction
What if players could look at the same board, but see different things?

- Secrecy of an online game
- Organic/tactile interaction of a board game
- Surreal alternate reality experience
There is evil afoot at Palgrave Manor. And you are stuck right in the middle of it! In order to escape alive you must capture the your opponent’s spirit child before they catch yours! Beware: many have tried and none have returned.

These are the rules:
Three things can be found in the manor: spirit children, ghosts, and weapons.
On your turn, move one of your pieces to an adjacent square. If that square is occupied by an opposing piece, you capture it and it is taken out of play. When you capture the other spirit child. The game is over and you win!

Good luck!
User Experience and Game Mechanics

Tablet displays gameboard, and shared info
Players look "through" phones to see AR version of the board corresponding to their secrets
Public moves are made on the tablet touchscreen
What's been done in AR already?

Most mobile AR experiences:
- non-social
- location-specific
- marketing gimmicks
- same AR content regardless of person

Our twists:
- AR tags on an interactive touch screen
- face-to-face social interaction, like a board game
- individualized AR views.
Implementation

Two separate apps for Phone and Tablet. Includes:

- Game Model
  - Initialized in Tablet App
  - Most moves made on Tablet App but secret moves made on Phone

- Vuforia Augmented Reality API:
  - Display AR tags on the tablet gameboard
  - Phones recognize tags and render asynchronous AR elements
  - The board is a tag and through a series of transformations the pieces are rendered over correct spaces on the board

- Bluetooth:
  - Synchronize game state across devices.