STAR
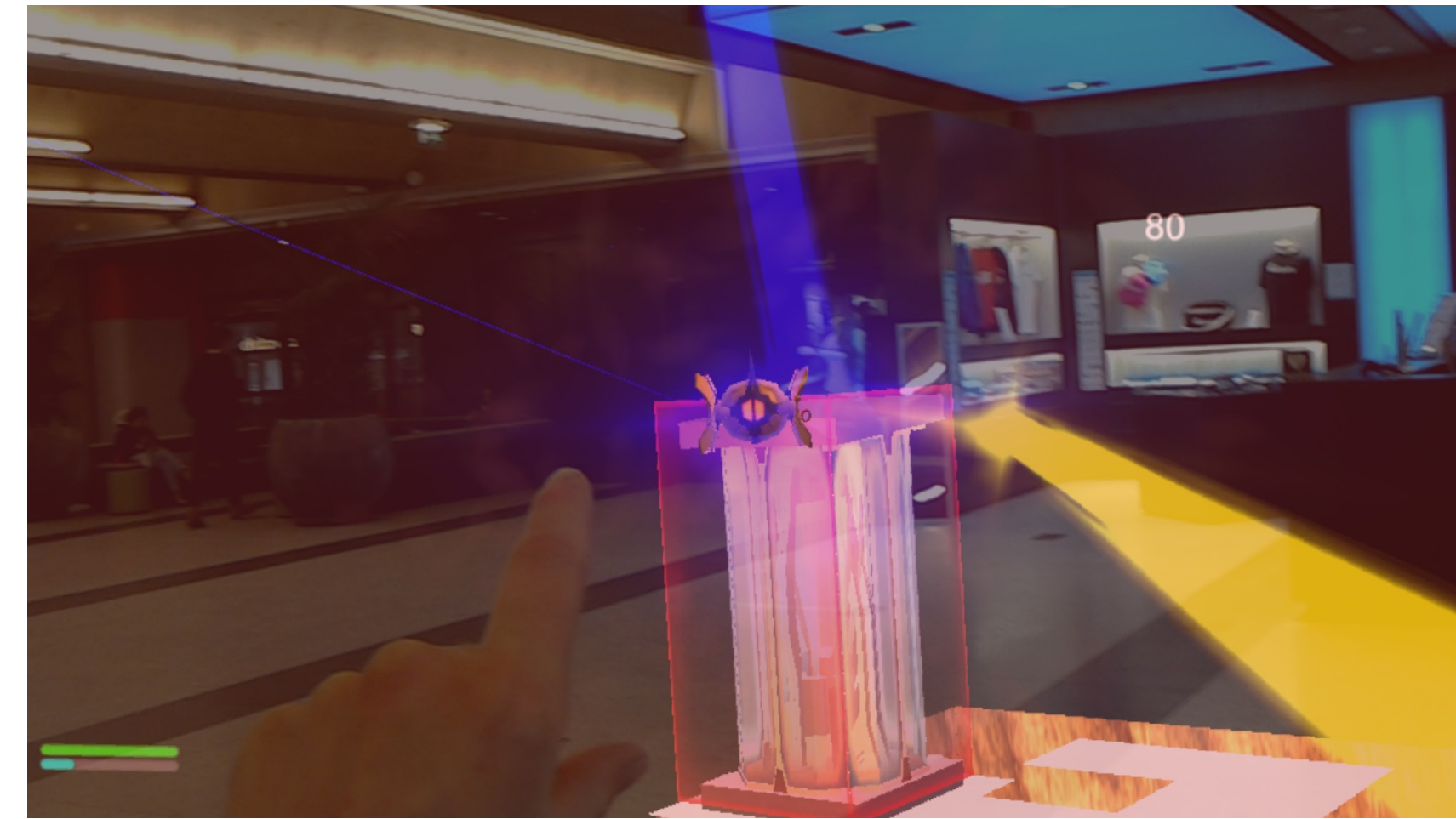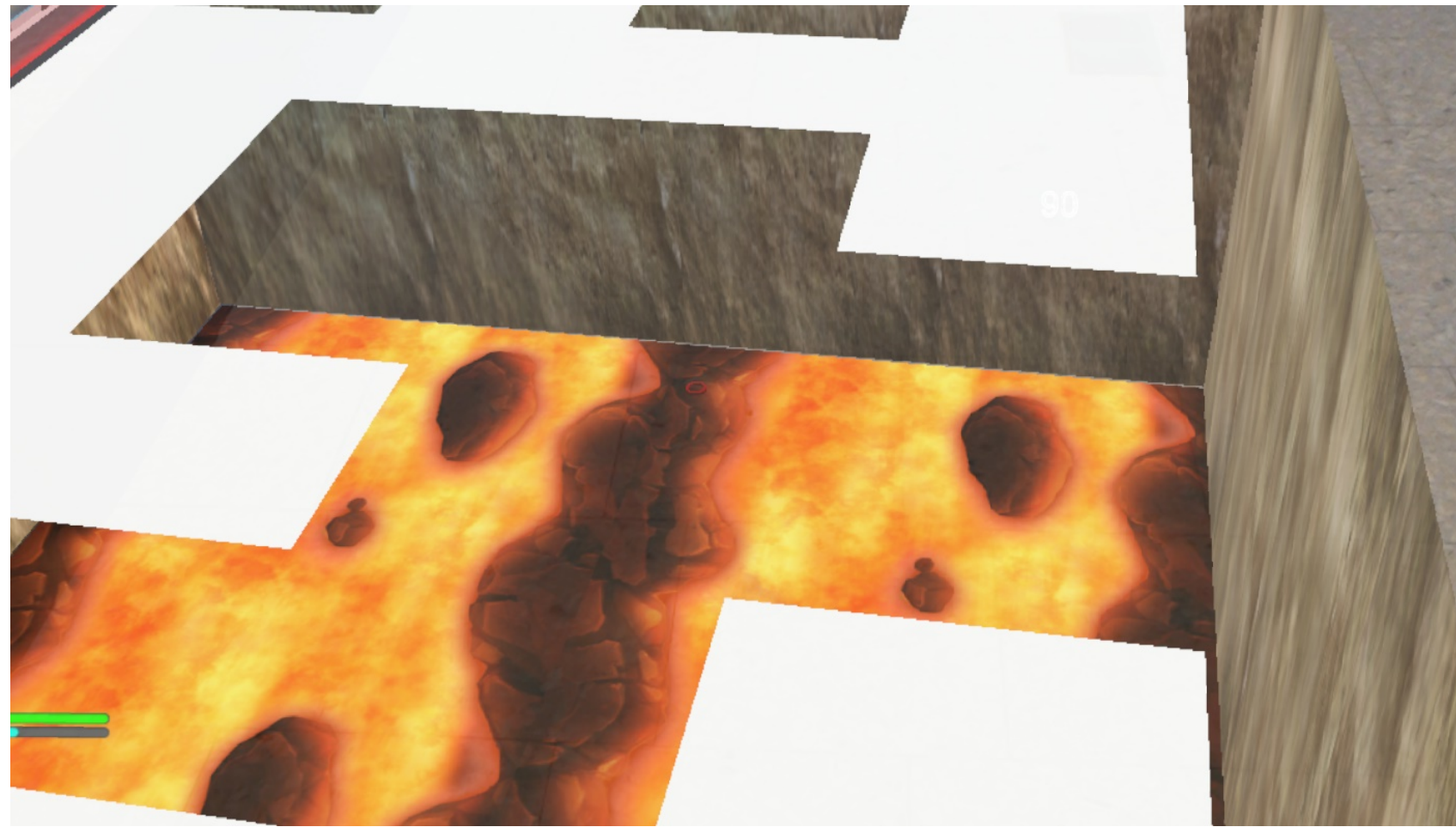
Superhuman Training in Augmented Reality

MARIE KEGELEERS

SHIVAM MIGLANI

GIJS M.W. REICHERT

NESTOR Z. SALAMON

J. TIMOTHY BALINT

STEPHAN G. LUKOSCH

RAFAEL BIDARRA

STAR

INTRODUCTION

- **Augmented Reality**

- **Training facility**
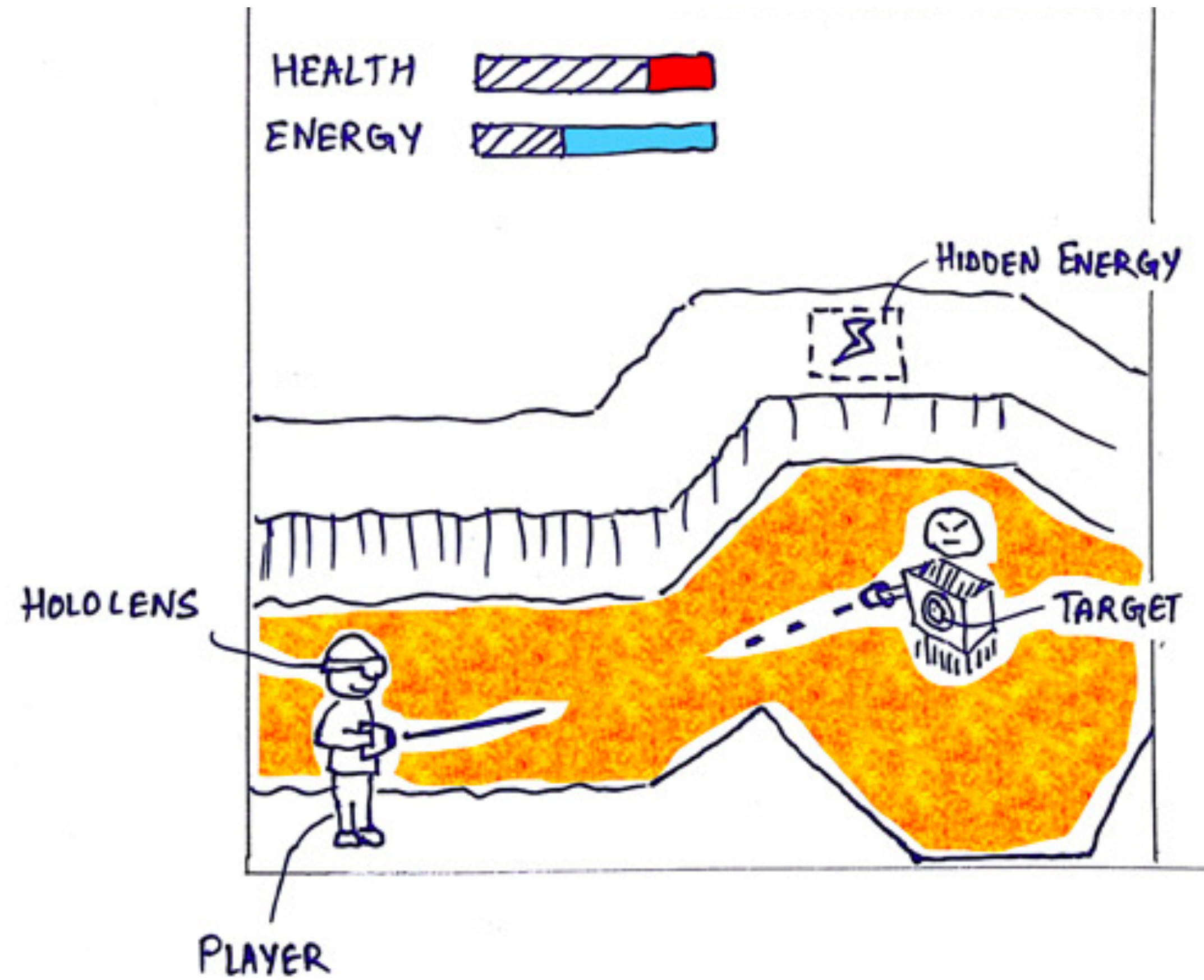
- **Superhuman powers**

- **Work together to win**
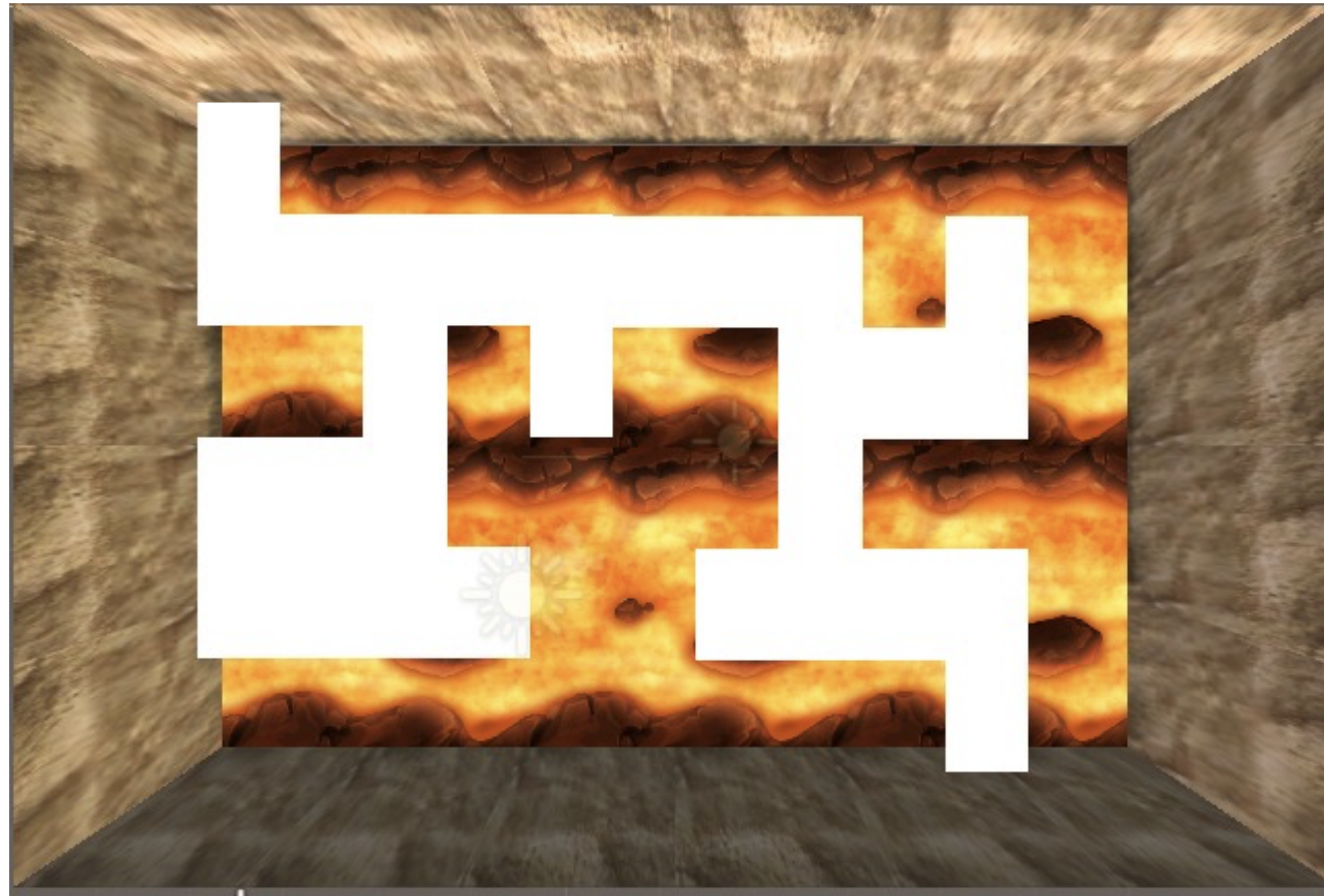
STAR

TRAILER

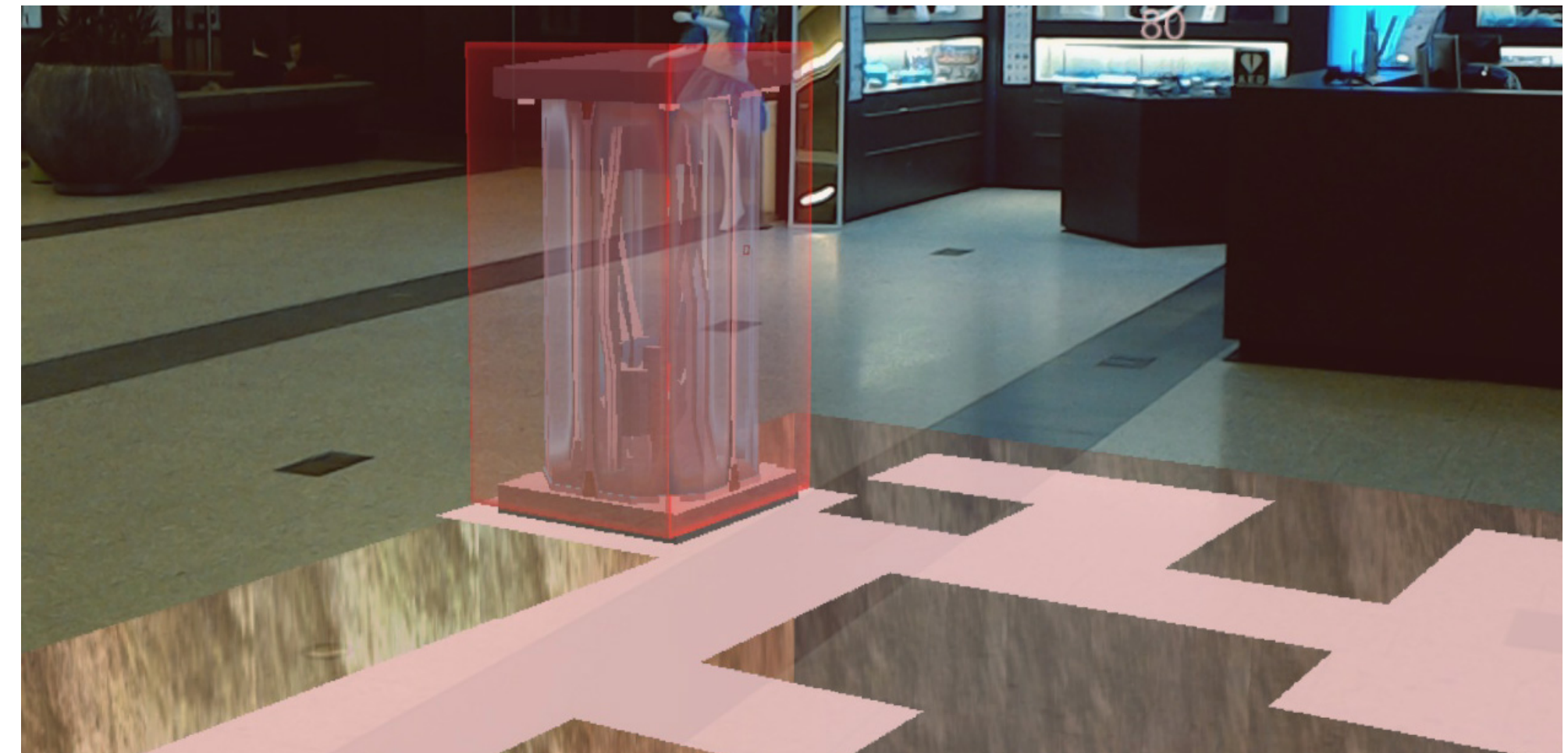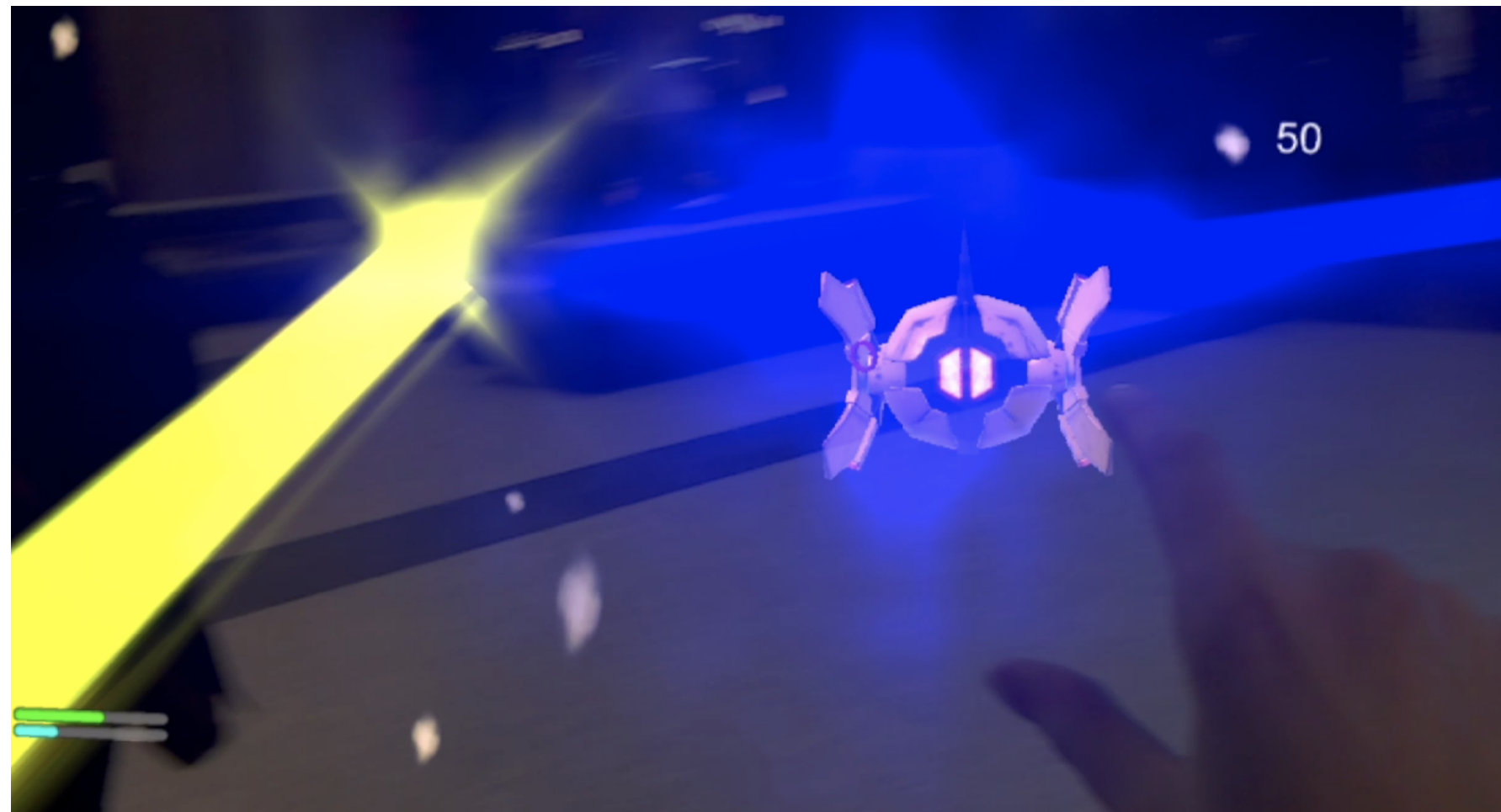# GAME DESIGN

GAME DESIGN
SCENE

- **Augmented floor**
- **Training facility**
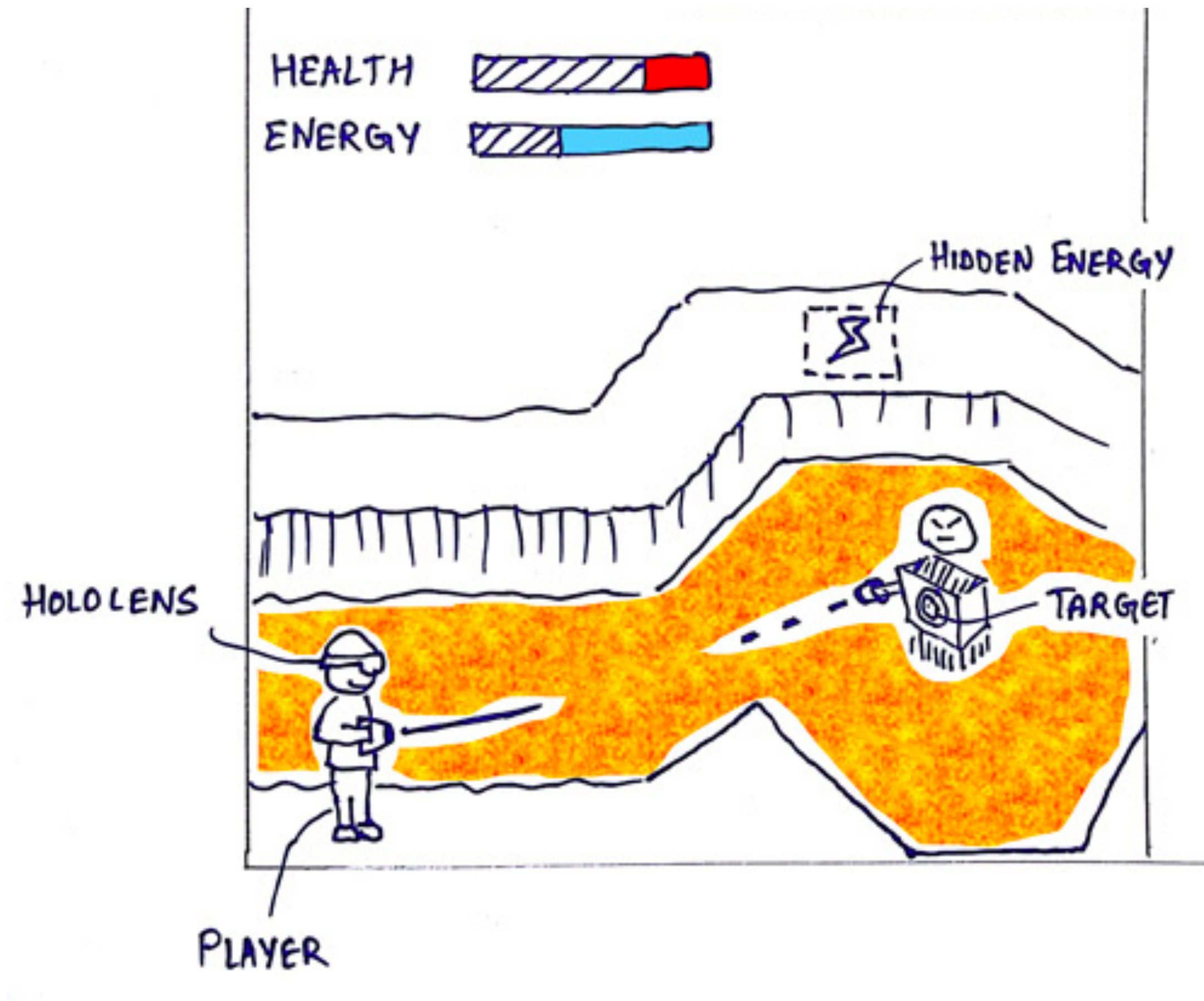- **Lava beneath narrow path**
- **Vertigo effect**

GAME DESIGN
SCENE

- **Training robots**
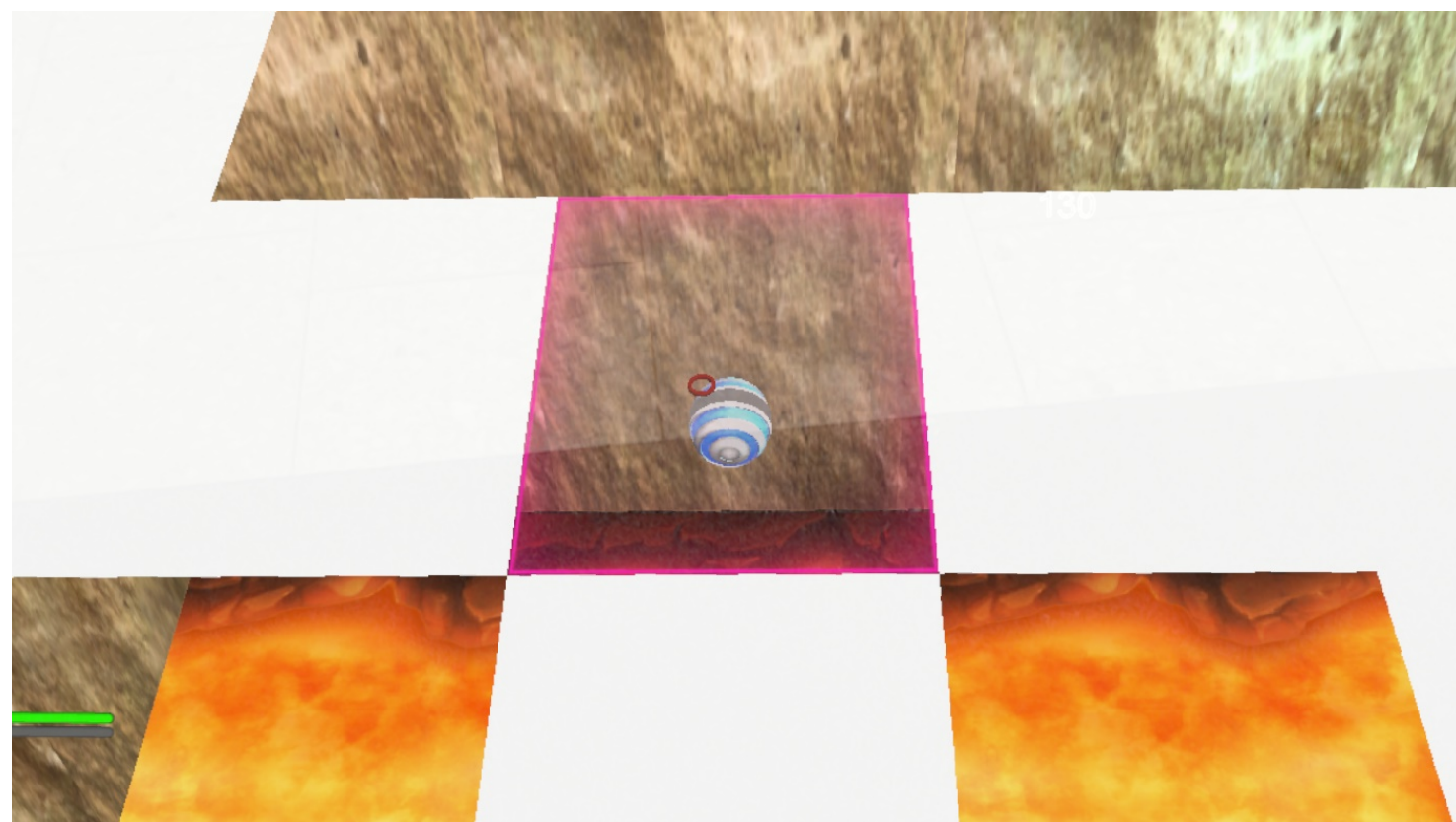
- **Energy core**

GAME DESIGN
MECHANICS

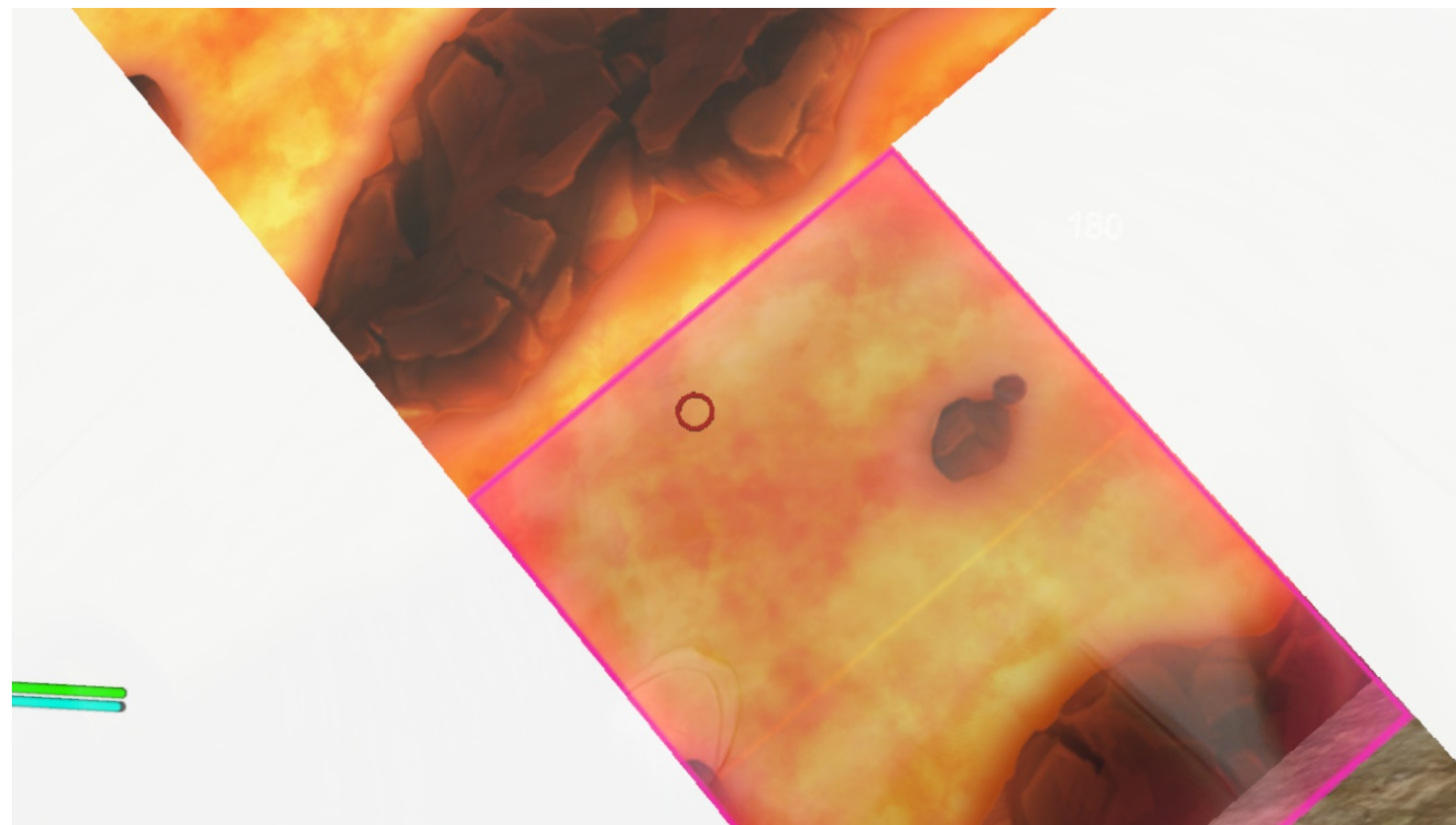- **Physical movement**
- **Superhuman power: Shooting**
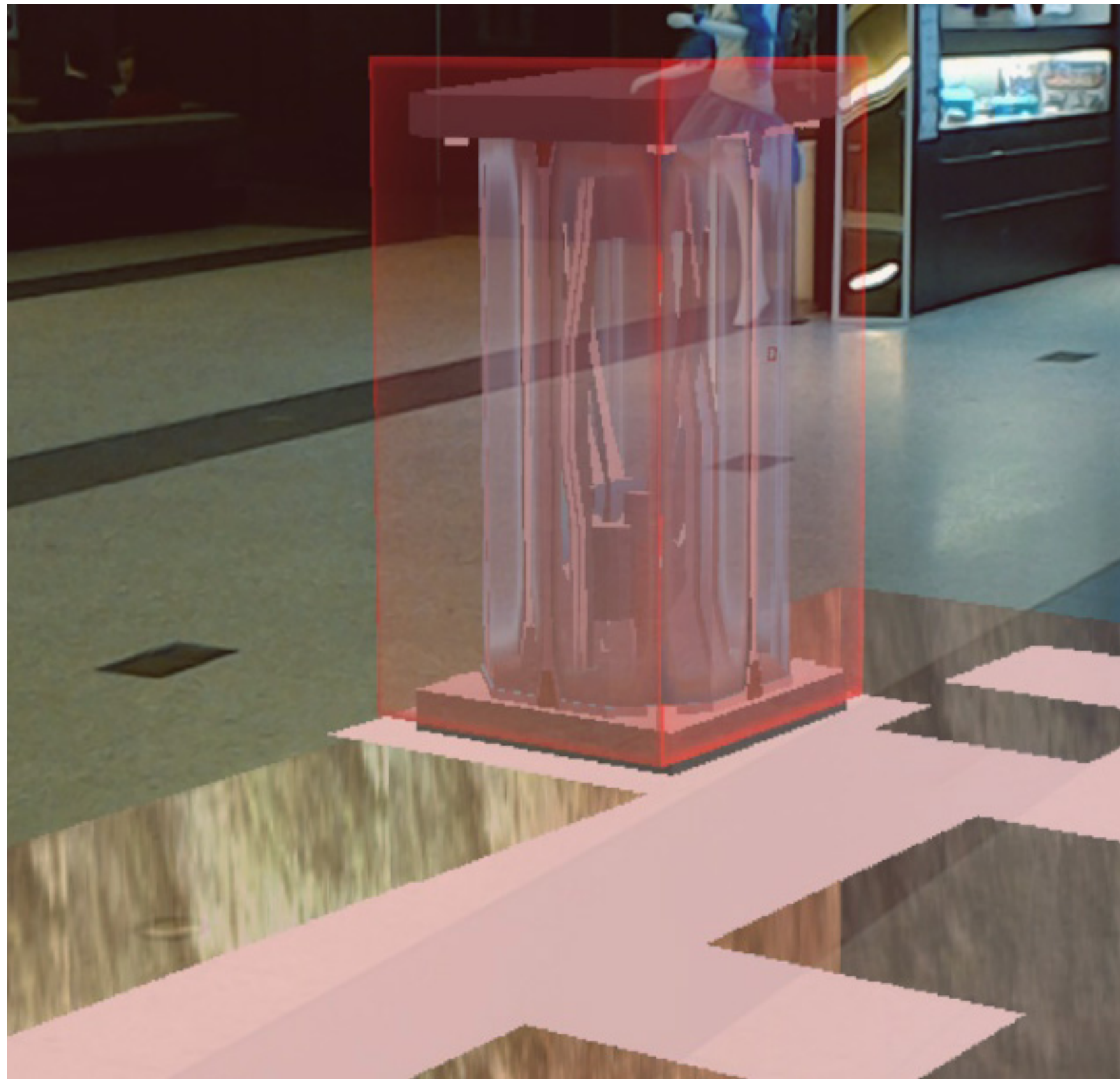- **Health**

GAME DESIGN
MECHANICS

- **Energy needed to shoot**

- **Collect hidden energy orbs**

- **Superhuman power: ability to see through path**
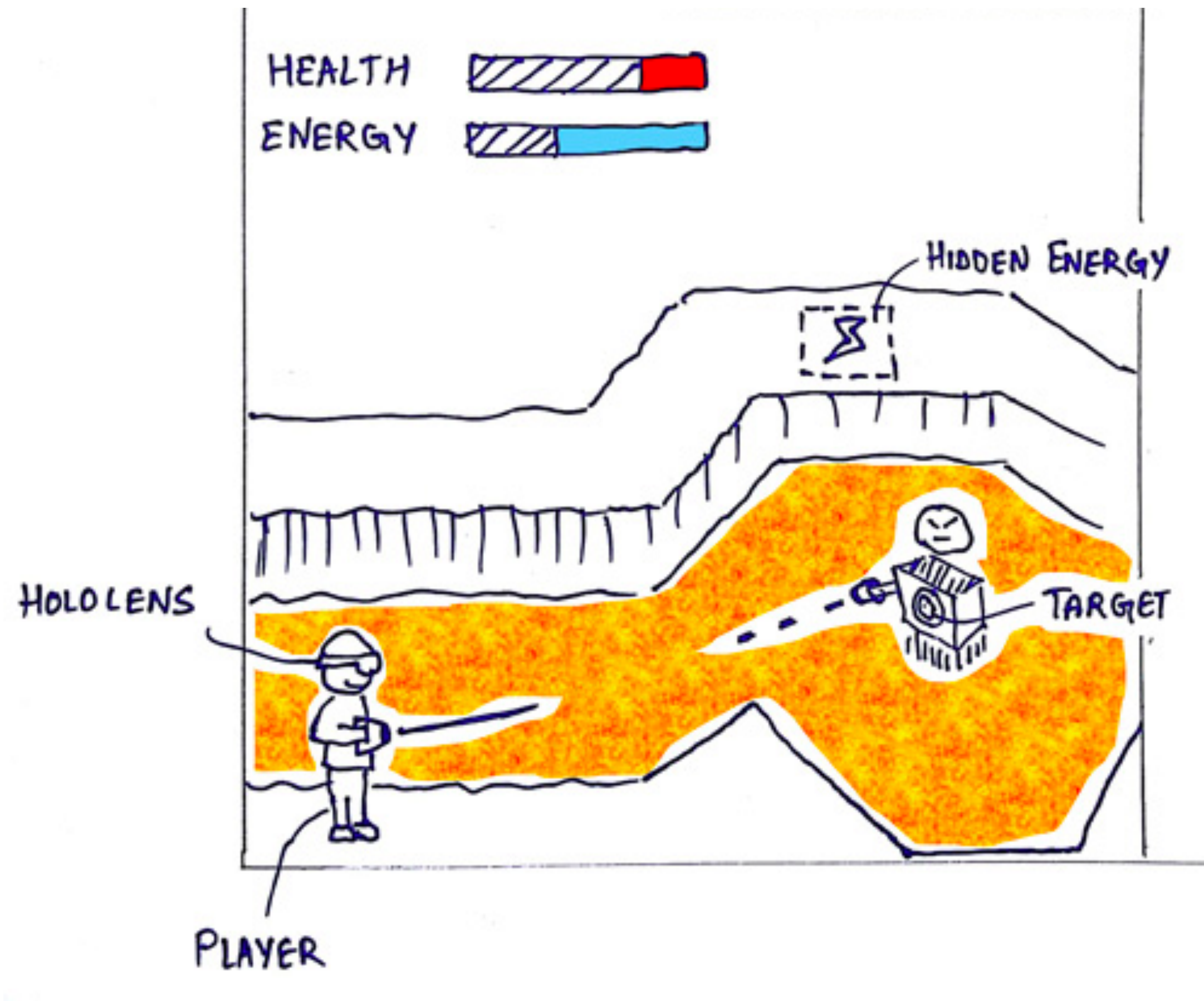
- **Voice-activated scanner**

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**
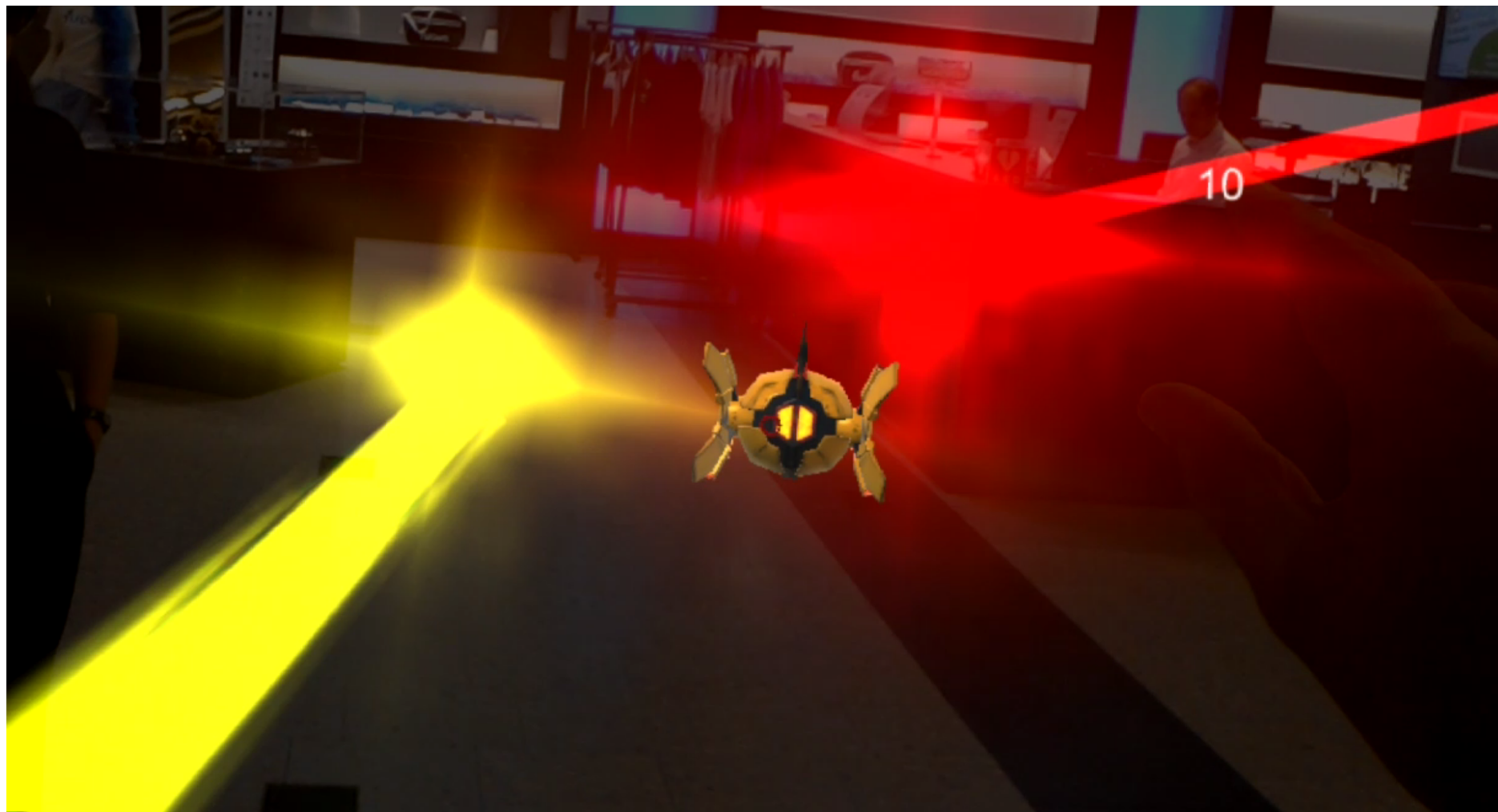- **Shoot shields**

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:**
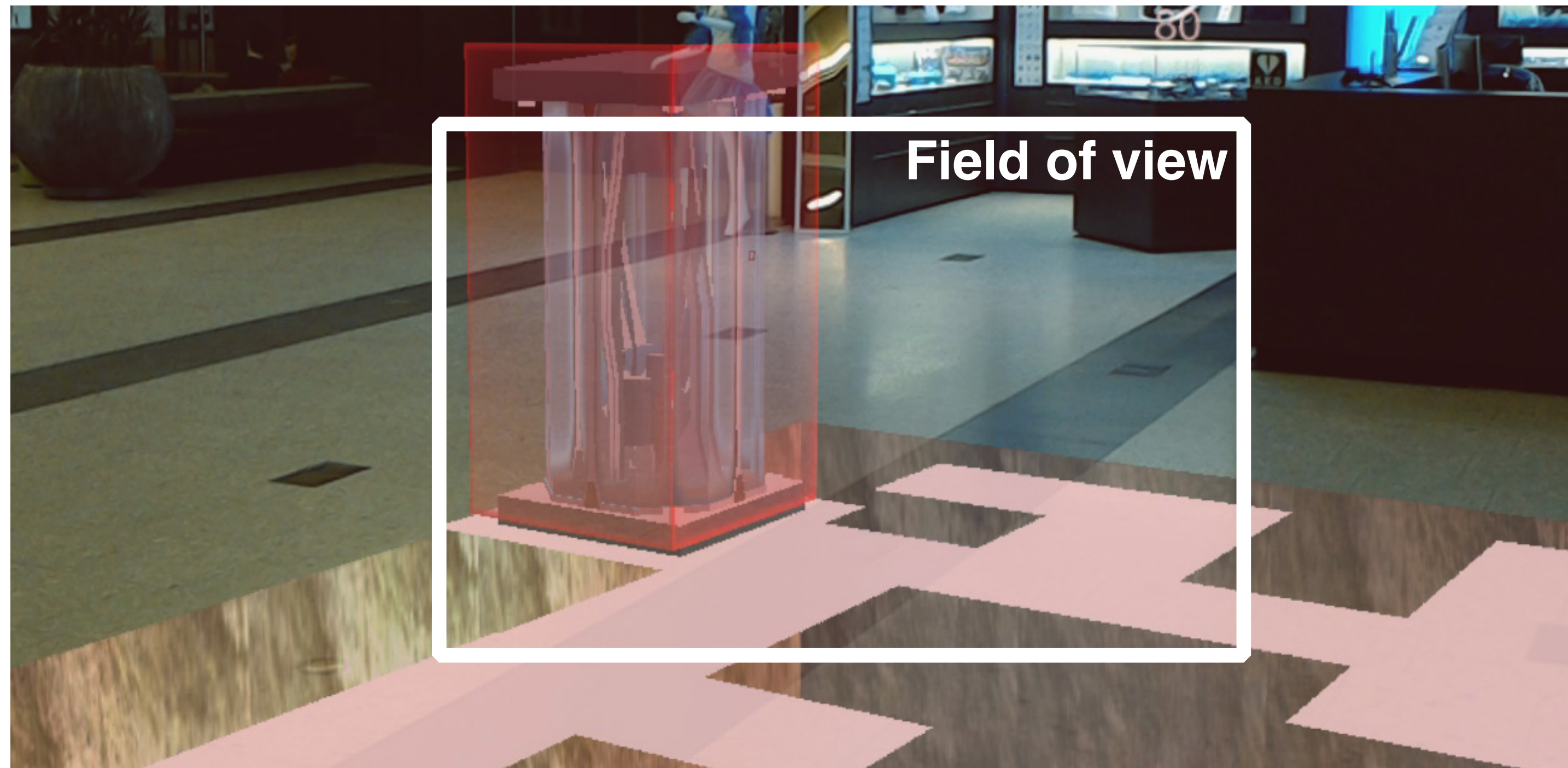
    Dodge enemy lasers

SKILLS

- **Agility**

- **Reflexes**

- **Accuracy**

- **Resource management**

- **Communication skills**

TECHNOLOGY LIMITATIONS

- **Movement speed**

- **Limited field of view**

STAR

Superhuman Training
in Augmented Reality