An Augmented Reality based Car Parking Game

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Abstract

Gaming on mobile phones has been gaining popularity since its advent in 1994 with Hagenuk launching its MT-2000 loaded with Tetris.[1] Since then, as technology advanced, gaming on mobile phones moved from black & white to color and eventually to graphically-intense 3D.

In this paper, we propose an android mobile game based on augmented reality, which features a parking lot where a player controls a car, which he must move a from an initial state to a pre-defined parking spot without getting into contact with any obstacles. The difficulty increases with each level. As the game implements Augmented Reality technology, the game play incorporates the surrounding environment of the player, i.e. Floor, table, bench, desk, etc. providing a more interactive mobile-gaming experience. ‘pARking – an AR based Game’ is an Android Gaming application which will enable the end user to experience the new emerging technology called ‘Augmented Reality’ (shortened as AR).
References


Index Terms

Computer Science

Information Systems

Keywords

pARking, mobile game, parking spot, obstacle.