THE SHWANG

Arduino & Augmented Reality Project
A real-time, real-world multiplayer game

The main idea of this proof-of-concept project is to create a real time, multiplayer, first person shooter game in the real world - including a dynamic gameplay & low budget equipment.

Real world shooter game? Yup. The whole game is played outside - in the field. The player wears a windows phone in front of his eyes & an arduino device on his hand. The arduino device sends its data via bluetooth to the phone, and the phone synchronizes the data with the server.

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