



# Project proposal

3.9.2019

# 1. Introduction

- ***Last Days of Algoth*** is an art noir style AR (augmented reality) mobile game
- 10 locations (AR scenes) in Helsinki + 3 extra scenes
- True story of Algoth during Finnish Civil war in 1918
- Synopsis: Player goes to a location (GPS/map), opens the AR scene (image recognition w/ 3D+animation), minigame or playable AR scene follows. When quest is completed, story continues in next location.
- Game development is supported by AVEK Digidemo



**LAST DAYS OF ALGOTH**

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## 2. Project goals

- To build a mobile AR game
  - Game mechanisms: user interactions with AR content, transitions, choice-based progression etc.
  - Technical: GPS, image recognition, mobile, AR, integration, Android (or multiplatform)
  - Graphics: animations with 3D model (buildings, characters, key items), 2D/3D graphics (below mentioned and UI/UX)
    - Concept art and visual planning of the AR scenes are provided from Harhama Games but collaboration in game design is welcome

# 3. Technologies

- Mobile
  - GPS, Android
- AR + image recognition
- Cloud-based
  - Light, fast solution
  - Server (inexpensive, easy to use)
- Game engine
  - Unity/Unreal or best suitable
- Graphics
  - Optimized 3D



# 4. Requirements for the students

- Project combines existing but relatively new technologies which might require moderate level learning curve
- Moderate to high knowledge of
  - making games (playing experience won't hurt)
  - location-based mobile computing
  - AR
  - 3D graphics
- General knowledge
  - web-based app architectures
  - image recognition apps

# 5. Legal Issues

## Intellectual Property Rights (IPR):

The client gets all IPRs to the results.

## Confidentiality:

The client will share some confidential information with the students.

# HARHAMA GAMES

## 6. Client

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- small indie game company
  - Participant in Farm League game incubator program
  - office in Helsinki XR Centre, Hämeentie 135 (Arabia Centre)
- Cloud server can be established by the company
  - Possibility to licence extra software for the project
  - meetings / working may be possible in our office room at XR Centre
- Representatives:
  - Ph.D. Miia Seppänen (Producer) – for daily communication and weekly check-up ([miia.s.a.seppanen@gmail.com](mailto:miia.s.a.seppanen@gmail.com), 040 7212061)
  - Lea Kalenius (script writer) and Kristiina Misikangas (Game Designer) – for bi-weekly check-up and email communication