

5019 AR Game

Gamebox is developing a new augmented reality game for young kids. Players interact with the virtual object on screen through movements of markers. A marker is a square playing card with special marking. Markers all have different markings. The game is played by showing a marker to the game console. The game console has a hidden video camera that can automatically locate and take a snapshot of the marker being played. Depending on how the card is being held and the distance from the game console, the captured image of the marker maybe displaced from the upright position. Furthermore, noise may be introduced during the imaging process. The marker is then recognized and the game is played accordingly. Obviously, if the marker were incorrectly recognized, then the game would not be played correctly. You are hired as a game programmer to make sure that the markers are recognized correctly.



