

Lightsaber Training

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Lightsaber Training is an augmented reality game, where the user holds an object representing a lightsaber handle, while a lightsaber blade is projected on-screen (for maximum user engagement, the game will be projected on a nearby wall). The user can then swing the blade around attempting to hit objects on-screen (eg, Fruit Ninja). This will be accomplished via image tracking from a video feed, a wireless gyro module embedded in the lightsaber handle, and a button to extend and retract the blade. In the final iteration, we hope to have another human player controlling a quadcopter which can be struck down by the lightsaber, scoring points every time the virtual lightsaber blade contacts the quadcopter. The project's 3 primary modules will be the wireless gyroscope and button input, the image tracking to find the lightsaber handle, and the lightsaber blade overlay and game mechanics.