

Mythical Wars AR documentation



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Short description



MYTHICAL WARS is a multiplayer AR-based mobile game set in the world of monsters from most famous mythologies (Greece, Norwegian, Japanese, Slavic, Chinese). Each player can choose one out of 40 monsters and fight in fast 90 seconds fights with up to 9 opponents.

Thanks to AR, the camera of the phone is used to locate the player on the game map. With the Edge low latency connection, monsters' position on the game map precisely reflects player movements in real life. It's like a laser tag or dodgeball but with monsters collecting, magic attacks and fantasy worlds.

GAMEPLAY SHORTCUT - run to the glowing ball, shoot it to the opponent tapping the icon in the right down corner, pick up next one, reshoot it until he will have zero energy. Avoid getting shoot. Plant a shield to cover yourself. First player with 10 "frags" win.

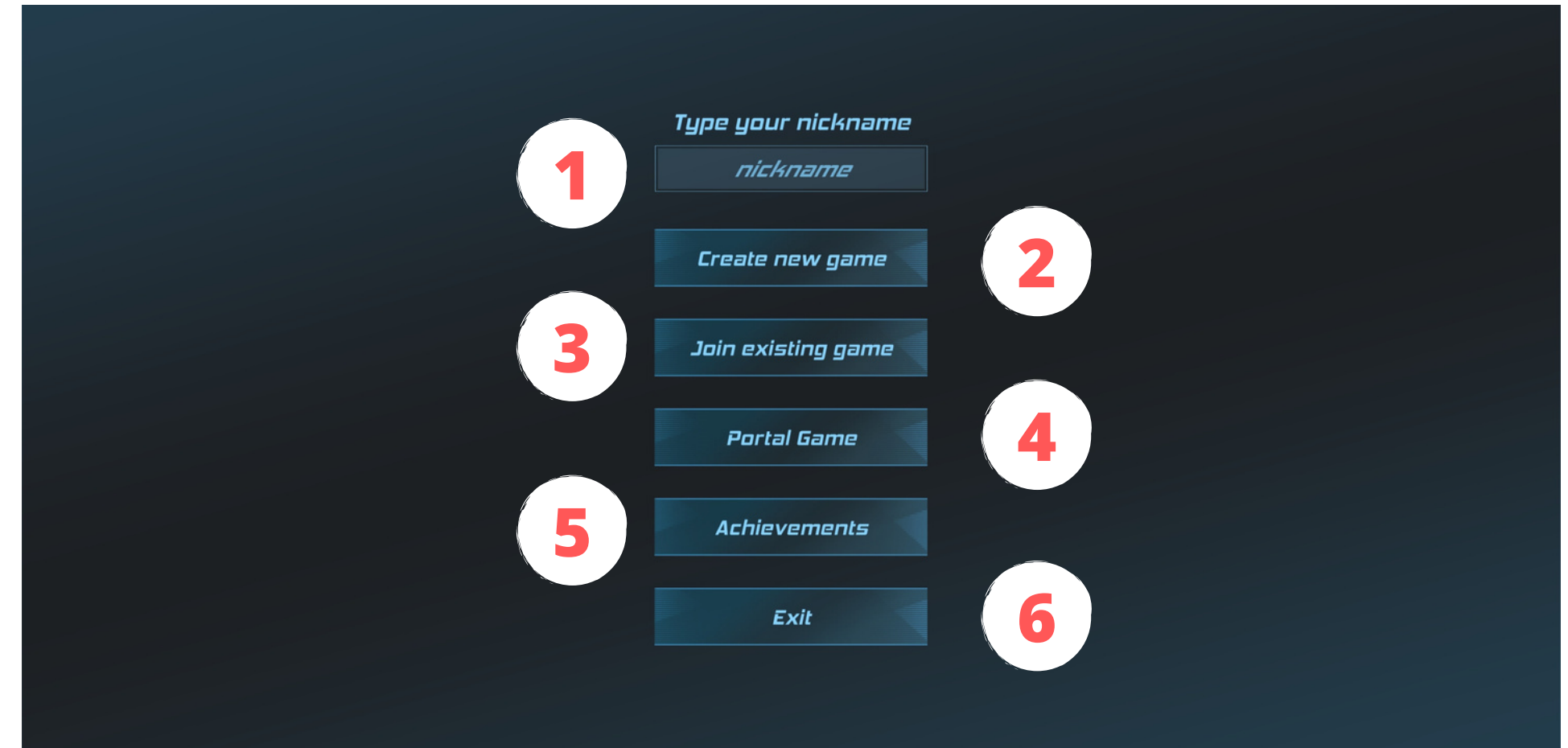
Requirements

- **Android version** - API Level 24, Nougat, version 7.0)
- **Device** - ARCore supported devices (<https://developers.google.com/ar/discover/supported-devices>)
- **Space** - you can play in almost any space but to have most fun you will need at least 2 x 2 m of free space - the more the better.
- **Lightning conditions** - the game requires good lighting conditions to operate. The light can be artificial but should allow the camera to take a good quality photo. The camera of phone must be able to recognize the details of the surroundings to correctly determine the location of the player.
- **Floor, ceiling and walls** - The game may not work properly on completely homogeneous surfaces. For example, a completely white floor, glass walls with reflections or a black ceiling can cause the camera to lose its location. Problems of this type are most often manifested by jumping player position or stuttering image. They can be remedied by changing the room or using rugs, posters, stickers or other objects to place reference points on problematic surfaces.
- **Camera** - make sure that the phone's rear camera lens is clean and you do not cover it during the game. Covering the camera during the game may result in losing the player's position or jamming the image.

- The latest version is available on cloudlets in Frankfurt (TDG), Dusseldorf (TDG), Barcelona (Telefonica)
- Application to operate requires running location service on the device, network access and granting location and camera permissions
- The application attempts to connect to the nearest operator cloudlet with the name read from the SIM card, if the operator name cannot be read, it will try to connect using WIFI, if this fails, the application will try to connect to an external test server, in the absence of connection an appropriate message will be displayed
- The application will disconnect from the server during prolonged shutdown of the phone

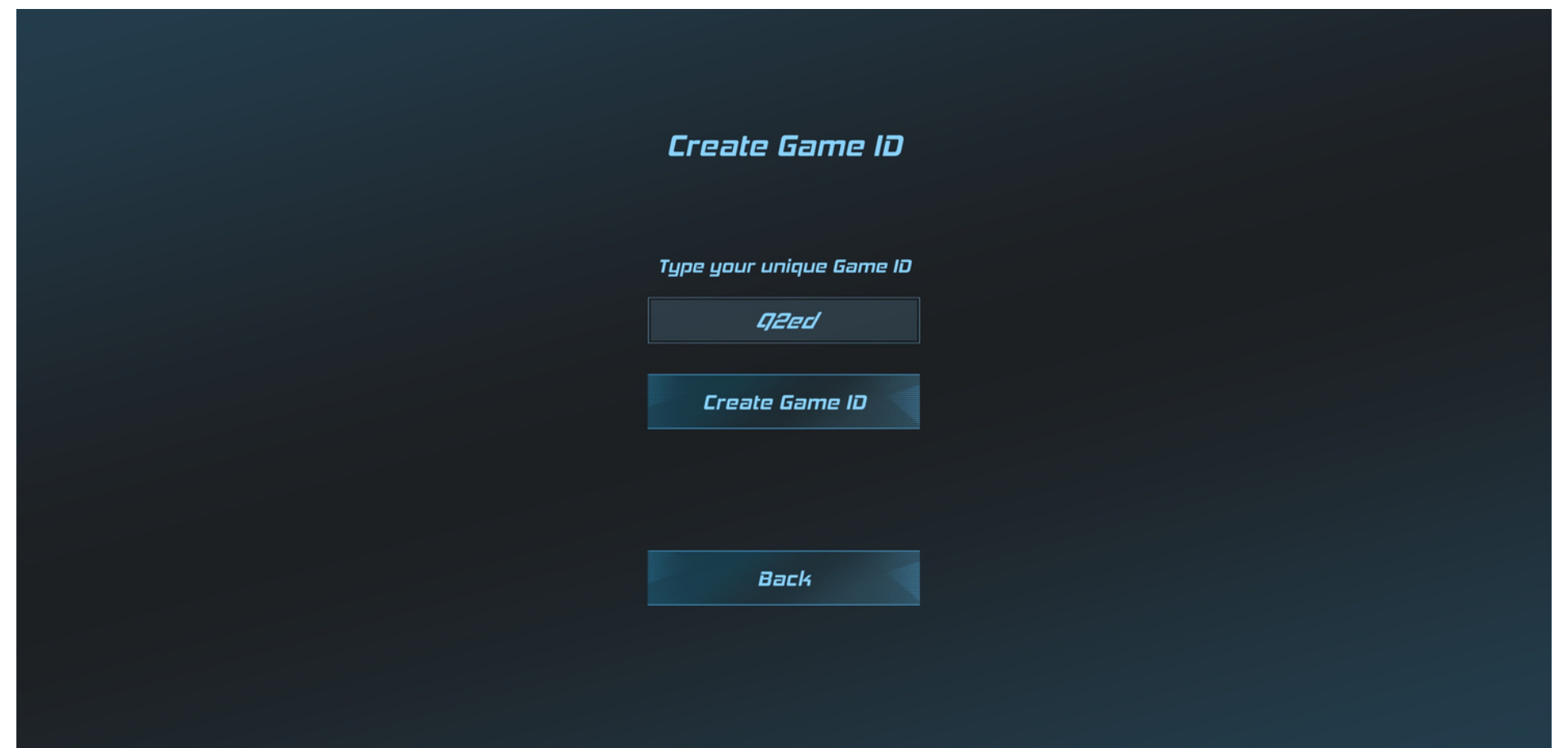
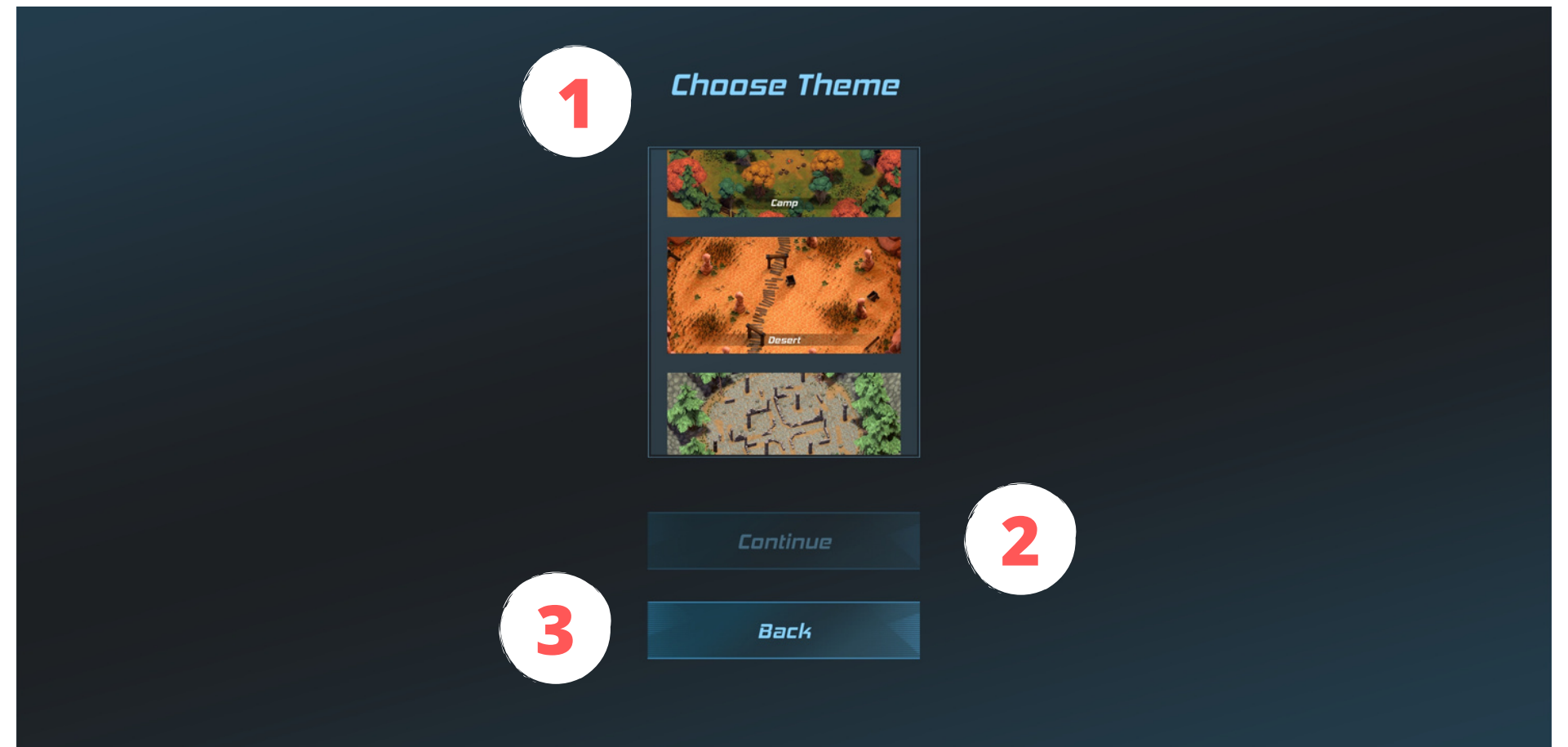
Menu screen

1. **Nickname** - you can (it is voluntary) type your nickname. It will be visible above your monster and in the ranking for other players
2. **Create new game** - this button will take you to the option to create a new game.
3. **Join existing game** click this button if you know that someone else has already created a game in which you want to participate and you know its ID
4. **Portal game** - click this button if you are playing a portal game (described in a separate section). This mode is mainly intended for fairs and show games
5. **Achievements** - clicking this button will take you to the screen with a list of all achievements that you can get in the game.
6. **Exit** - click to close the application and return to the system window



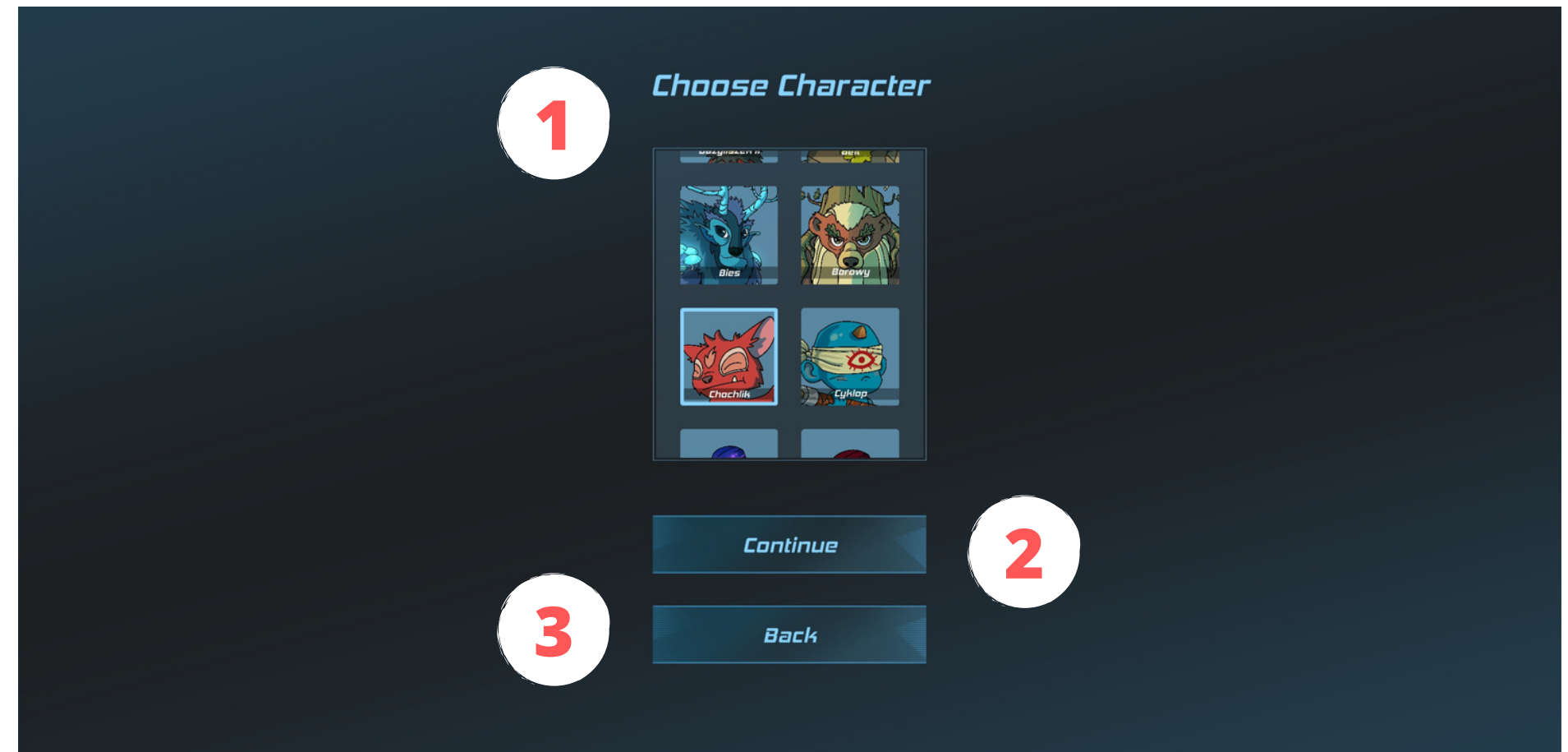
Create new game

1. **Choose Theme** - When creating a new game, you can choose from 5 different arenas. The arenas differ in appearance, obstacles placed on them, and places where magical spheres appear. To select an arena, touch it with your finger.
2. **Continue** - clicking this button will take you to next stage (Choose theme) of creating new game
3. **Back** - clicking this button will take you back to the previous screen.
4. **Game ID** - enter your unique game ID in this field. This is a number that other players can later use to join. The ID must be at least 3 characters long.
5. **Create Game ID** - after entering your ID, click this button to move to the next screen (Choose character) for creating a new game



Choose Character

1. **Choose Character**- You can choose one of 40 different monsters to play in Mythical Wars. To choose one tap on it with your finger.
2. **Continue** - clicking this button will take you to next stage (instruction) of creating new game
3. **Back** - clicking this button will take you back to the previous screen.
4. **Instruction** - It's a screen with instructions on how to start the game. Read it before your first game to know how to start playing in AR.
5. **OK** - click this button to go to the next screen (floor scan)



4 Move your phone around aiming at the floor to detect a mesh.

When the Blue Compass shows up move it to your starting spot and press "Start".

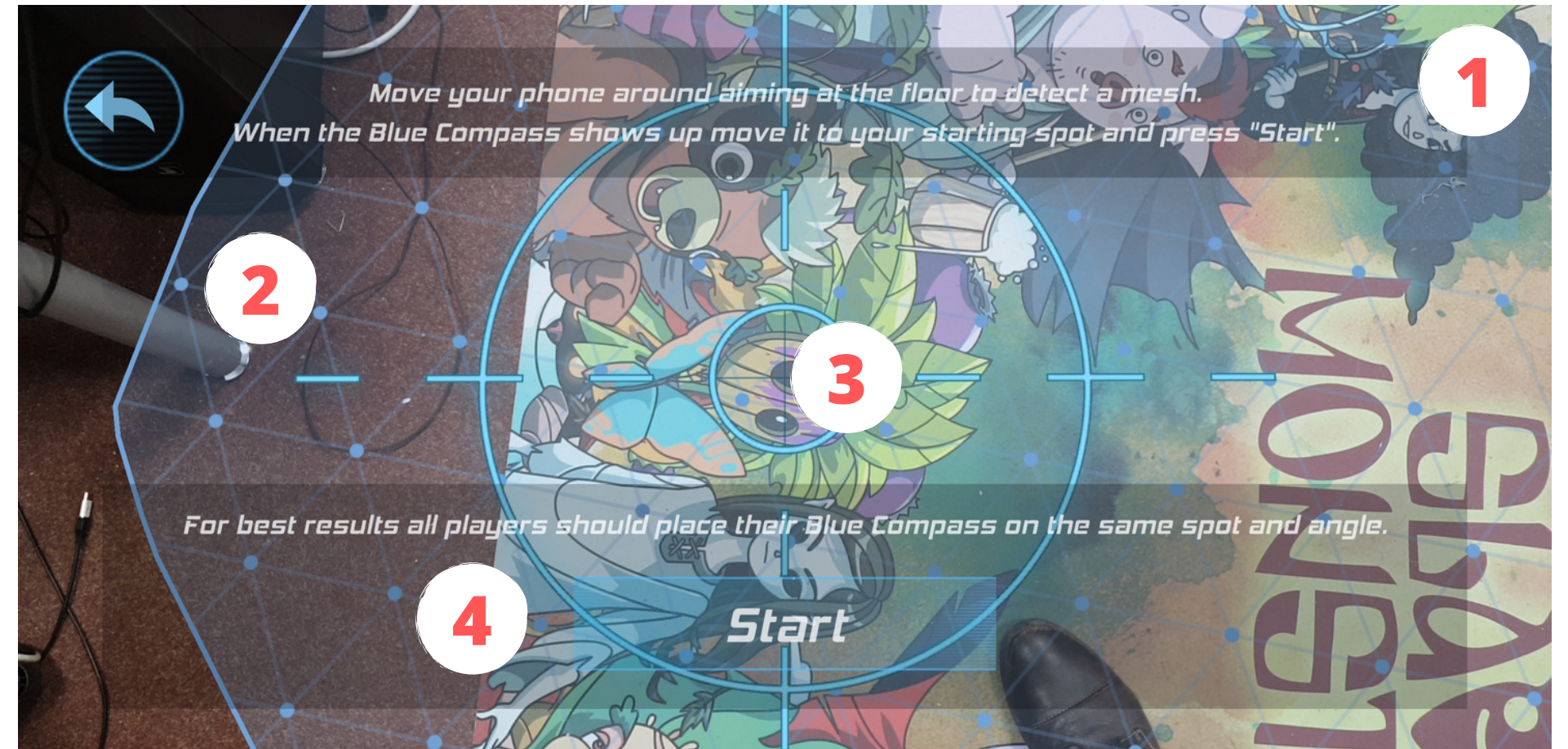
For best results all players should place their Blue Compass on the same spot and angle.

OK

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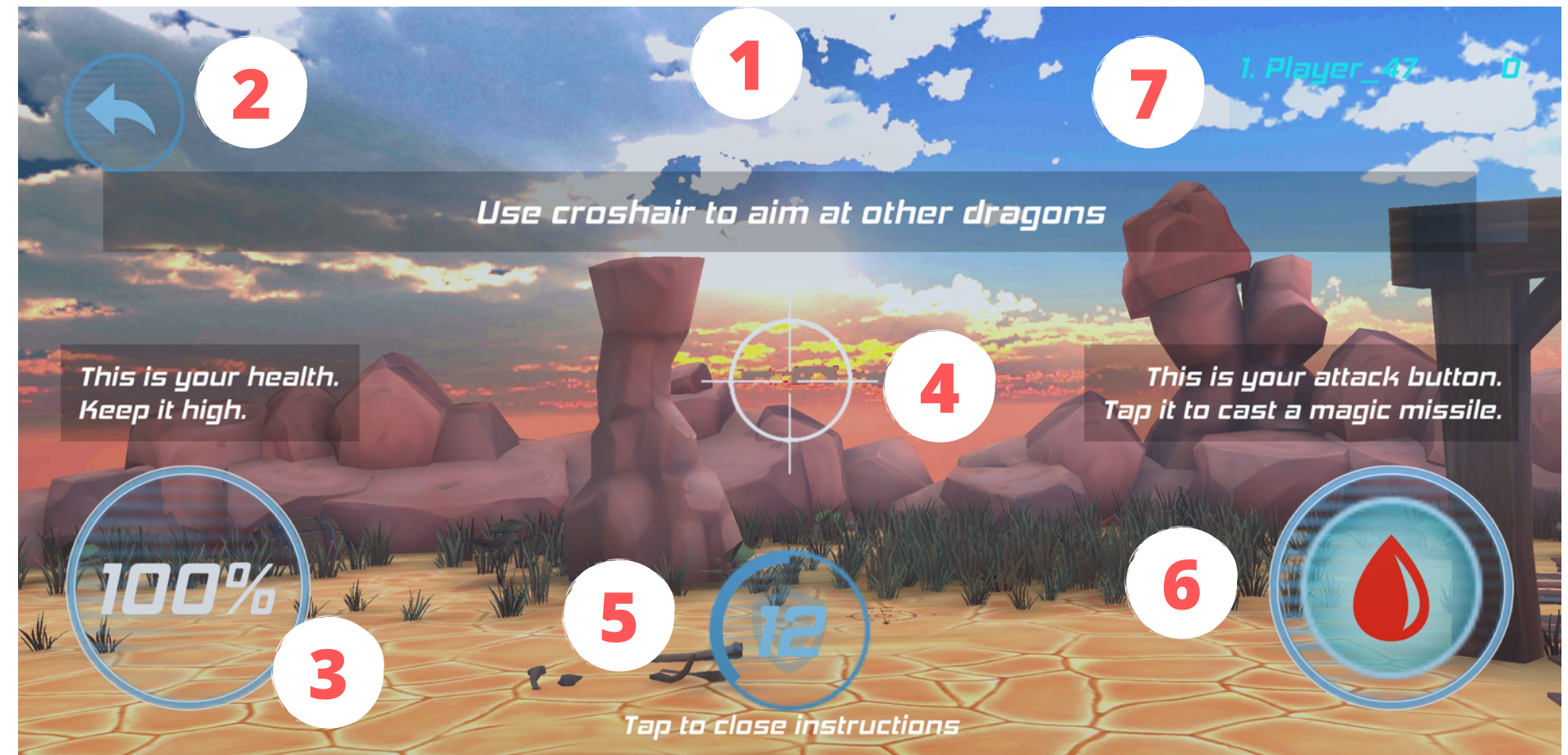
Floor scan

1. **Instruction** -during the first game read the instructions on the screen carefully. You will find there all necessary information to start the game.
2. **Blue mesh** - To start the game you need to scan the floor. To do this, move the phone aiming the camera at the floor. The appearance of a blue grid and compass means that you have managed to do it correctly.
3. **Compass** - The blue compass lets the game know exactly where you started and in what position. If you play with other players in the same room, they should try to start the game by placing the compass in exactly the same place and direction. Thanks to this, the characters and people will remain in the right position to each other. If you don't do this, you'll still be able to play, but the position of the monster relative to the position of the live opponent may become less and less accurate over time.
4. **Start** - When the blue grid is visible and the compass is in the place where you wanted to place it, click the start button to start the game.



User Interface

1. **User Interface** - after pressing the start button the game starts. Before you can do anything, however, you'll see instructions explaining the functions of each interface element. To turn it off and start playing, tap anywhere on the screen.
2. **Exit button** - tap it to exit the game
3. **Health bar** - in this button you can see the percentage value of your energy. When it reaches zero, the opponent will score a point and you will be respawn with a full life. When one player scores 10 points, he wins the match.
4. **Croshair** - use it to aim at your opponents.
5. **Shield button** - click it to place a magic shield in front of you. The shield will remain there for 5 seconds. No bullet, no enemy or yours will pass through it during this time. The shield needs time to fully charge after each use. The numerical value on the button shows when you can use the cover again.
6. **Attack button** - tap it to fire the magic projectile in the direction indicated by croshair. To get a magic bullet you must first collect it from the ground by passing through it. The bullet type is visible as an icon on the attack button. There are normal and area attacks in the game. Area attacks deal damage to everything near their hit point.
7. **Ranking** - in the upper right corner there is a list of players present in the game along with the number of points they have scored. The list is sorted by the number of points. When one player scores 10 points, he wins the match.



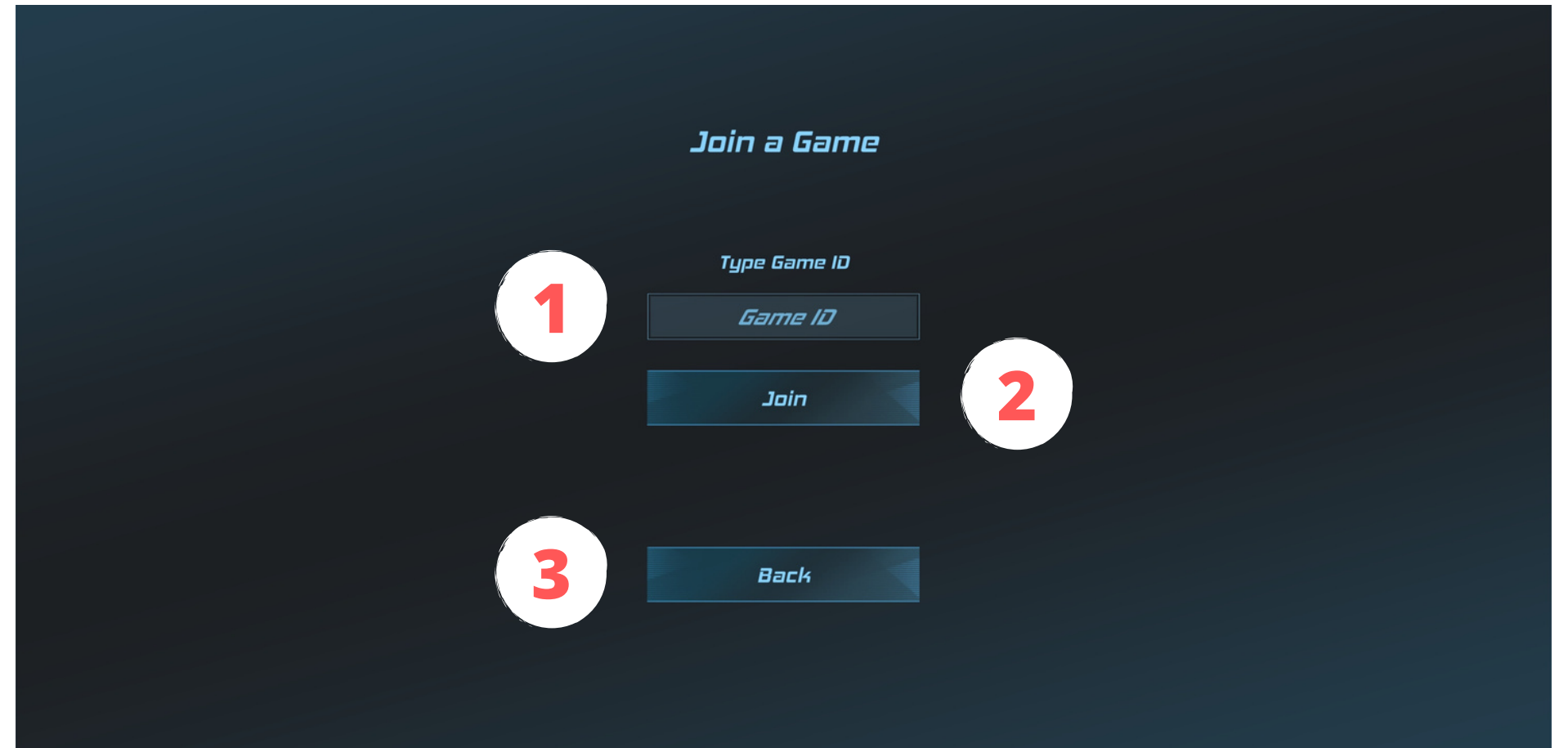
Gameplay

1. **Shield** - This is what the magic shield looks like when placed on the ground. Try to protect yourself from your opponent and remember that it will disappear after 5 seconds. You will wait 30 seconds for the next shield.
2. **Magic Bullet** - this is what the magic bullet looks like when it's lying on the ground. To pick him up, go through him.
3. **Opponent** - This is what one of the opponents looks like. Remember that there are as many as 40 types and they differ in appearance. Above him, you can see his life bar and player's nickname. Aim at him and press the attack button.
4. Try to be in constant motion. This way you will be harder to hit.



Join a game

1. **Game ID** - You can join a game that someone else created if you know its ID. To do this, enter the number in the Game ID window.
2. **Join** - tap this button after entering the ID number. If it's correct, you'll join his game. Remember that you will still have to scan the floor and go through the next steps to start the game.
3. **Back** - click this button to return to the previous screen





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