ABSTRACT

MOBILE RHYTHM GAME USING ANDROID AUGMENTED REALITY

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The purpose of this study to design and implement a rhythm game on android platform using augmented reality with robust methods. This game focuses on a dance or musical instrument simulate the beat of stepmania format (. Sm). Augmented reality feature on game rhythm use the metaio mobile SDK which serves as an intermediary for the interaction between the cover CD / DVD music with the rhythm game. Marker on the rhythm game process by directing the camera to cover CD / DVD music, then you will see a 3D box that lists the songs in the game.

Keywords: Rhythm Game, Casual Game Type, Android, Augmented Reality