



March 20-24, 2023  
San Francisco, CA

# Designing a More Immersive AR Strategy Game in 'Operation Living Room'

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Co-Founders, DB Creations

#GDC23





creations





# TABLE TRENCHES



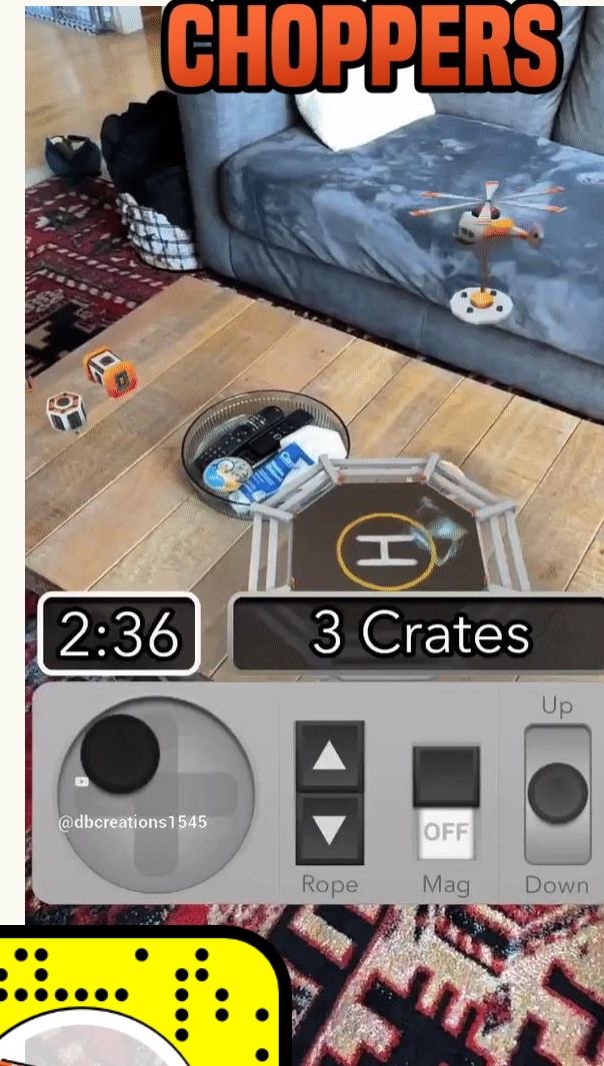
13k+  
Players

# TABLE TOWERS



400k+  
Players

# TABLE CHOPPERS



700k+  
Players



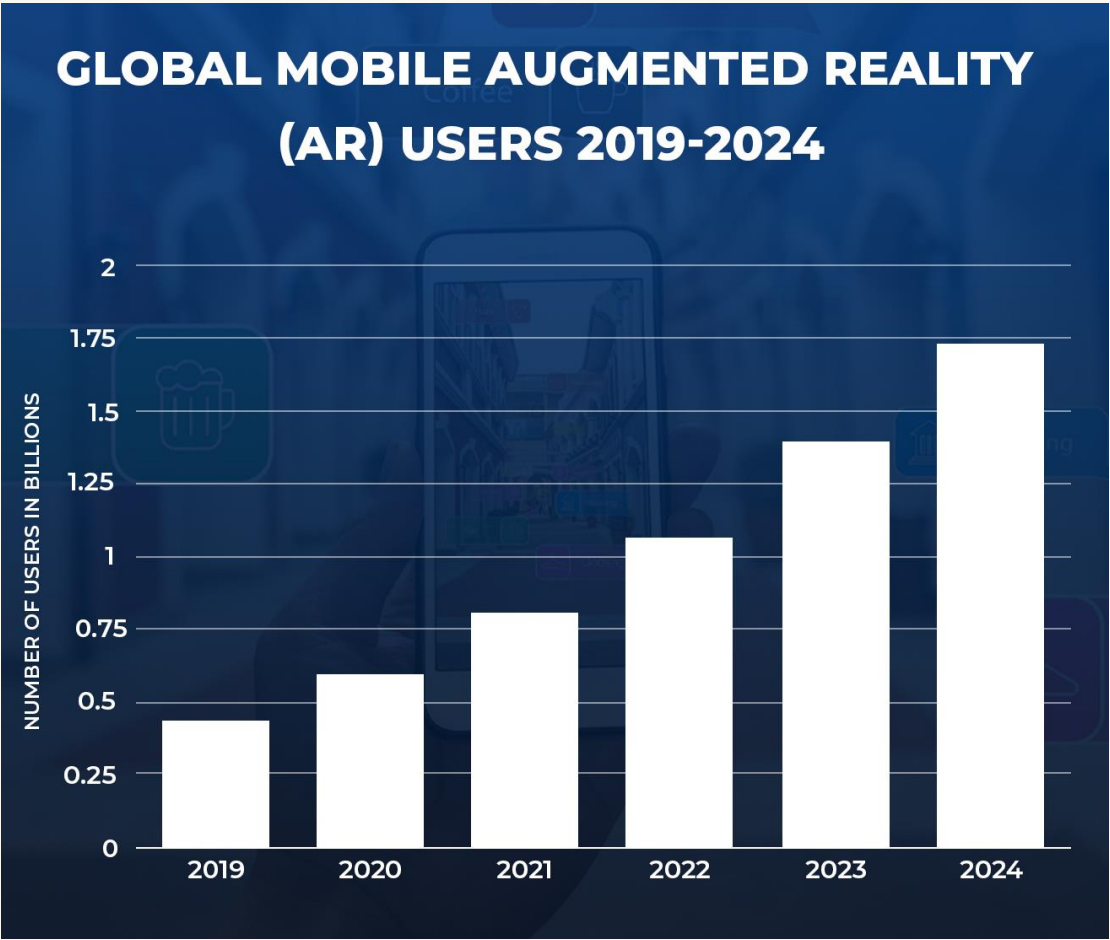
# Development Speed



# Technology Advances



# Reach







Over 1.6M  
Players!



Winner, Lens of the Year  
(Play) 2022

Snapchat is testing Lenses with power-ups and upgrades that you can buy

Aisha Malik @aishamalik1 / 9:00 AM PST • December 6, 2022

One of the [first lenses](#) with digital goods monetization



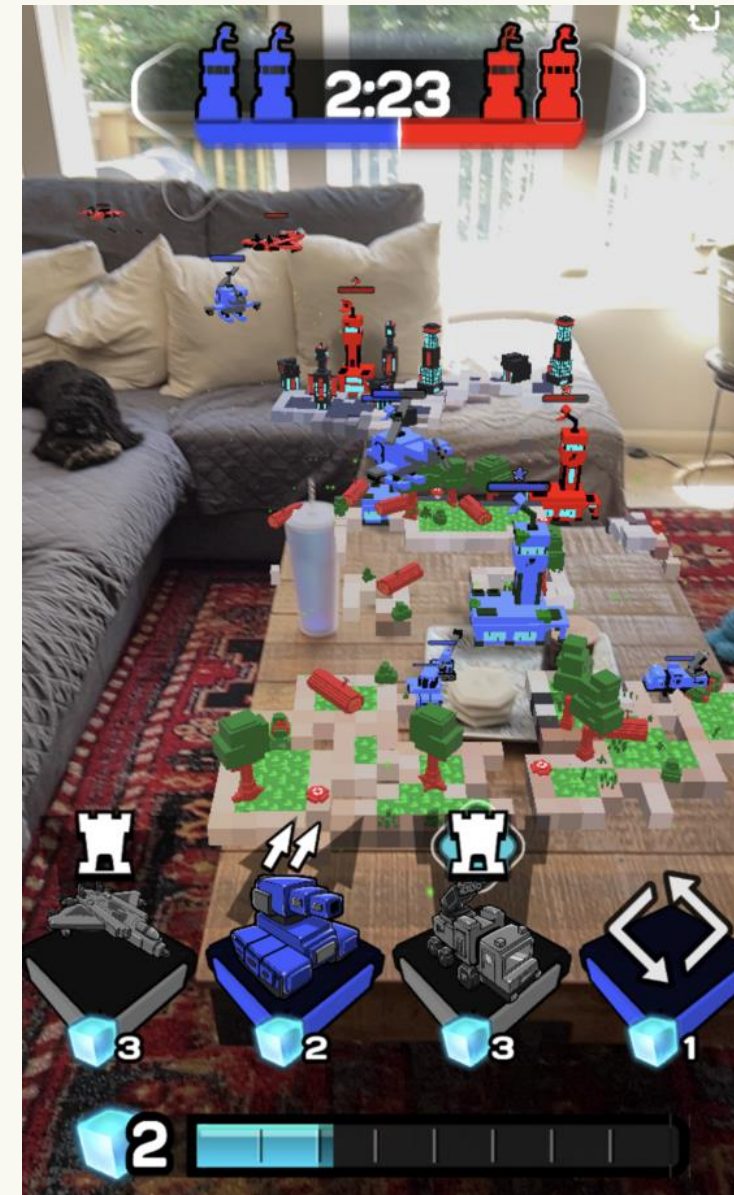
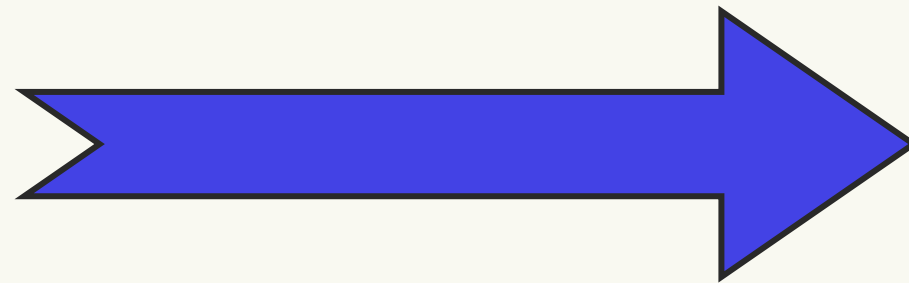
# TABLE TRENCHES



Release: 2020

Platform(s): App Store,  
Play Store, Nreal

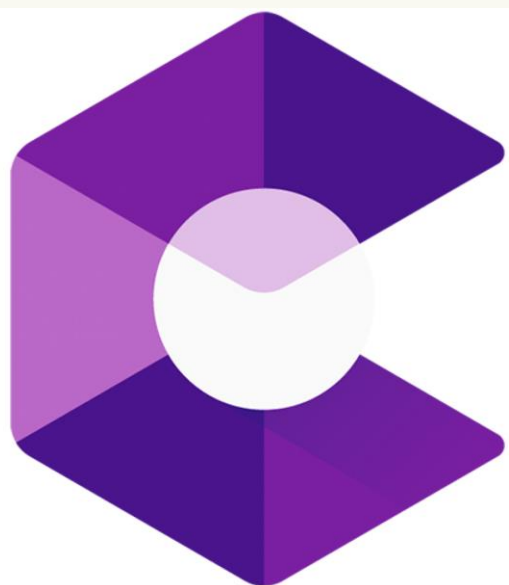
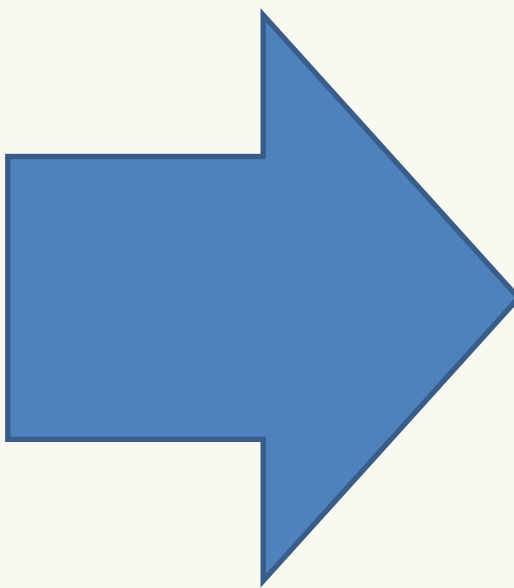
Flat plane scanning  
only



Release: 2022

Platform: Snapchat

Room-based depth  
mesh



**Lens Studio**

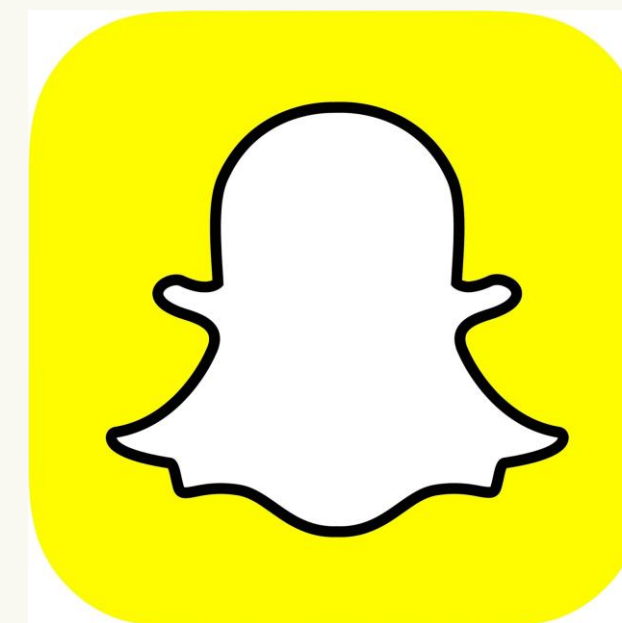




**Meshing and Occlusion**



**Connected User Flow**



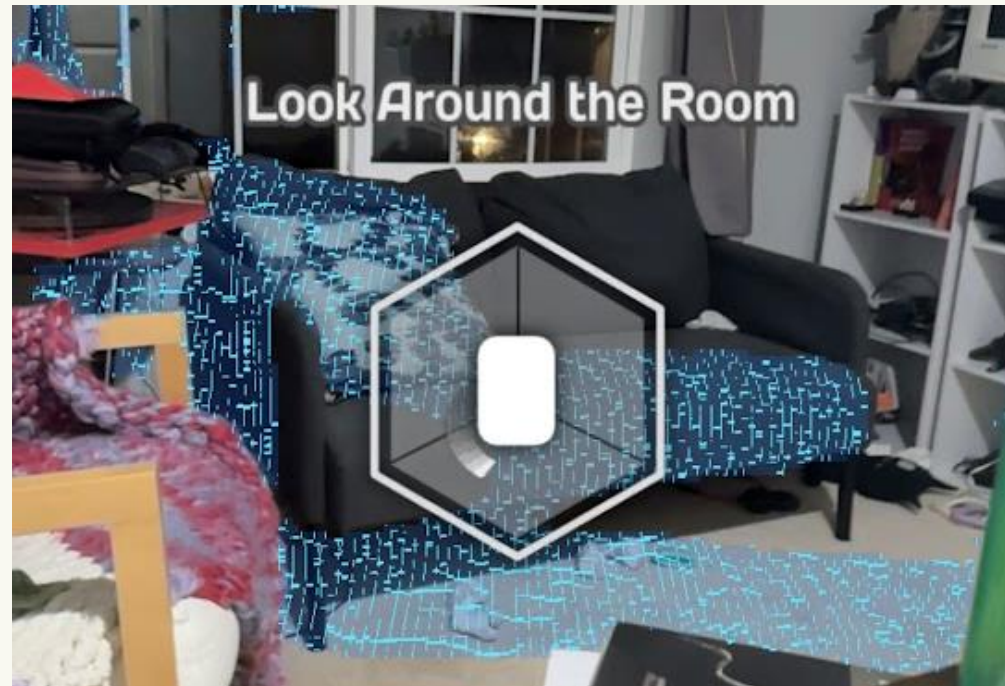
**Distribution Platform**



## Designing for a Mobile AR Audience



## Playspace Setup

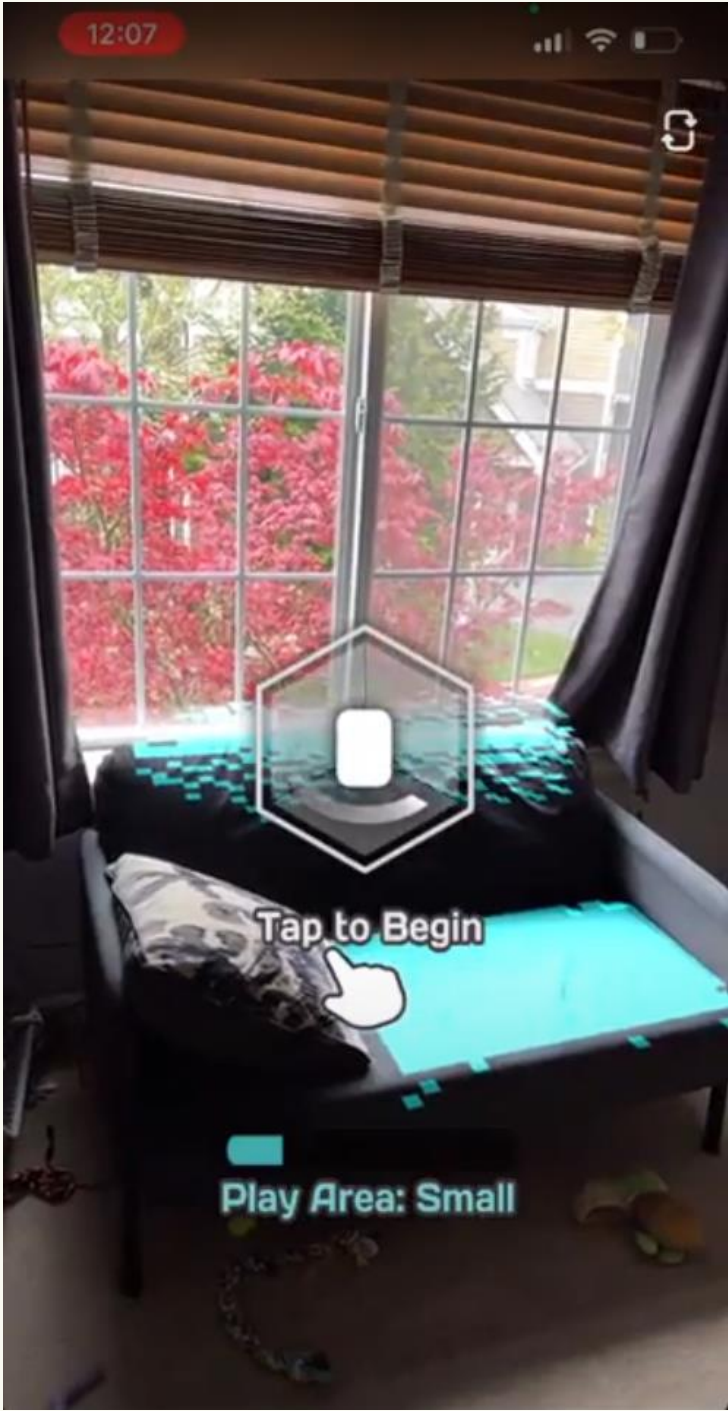


## Playing Together





# Minimizing Time to Play



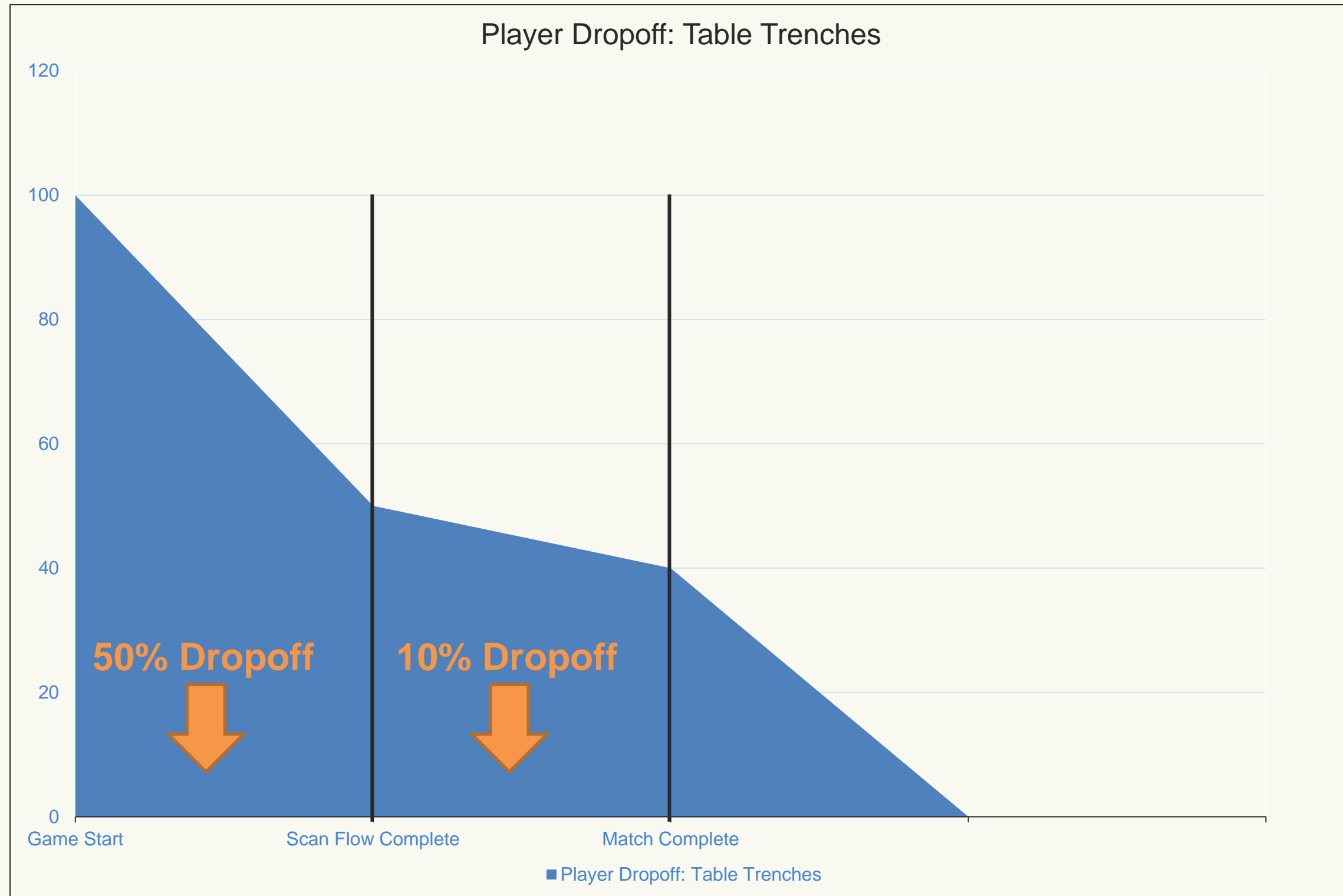
# Unit Interaction



# Monetization

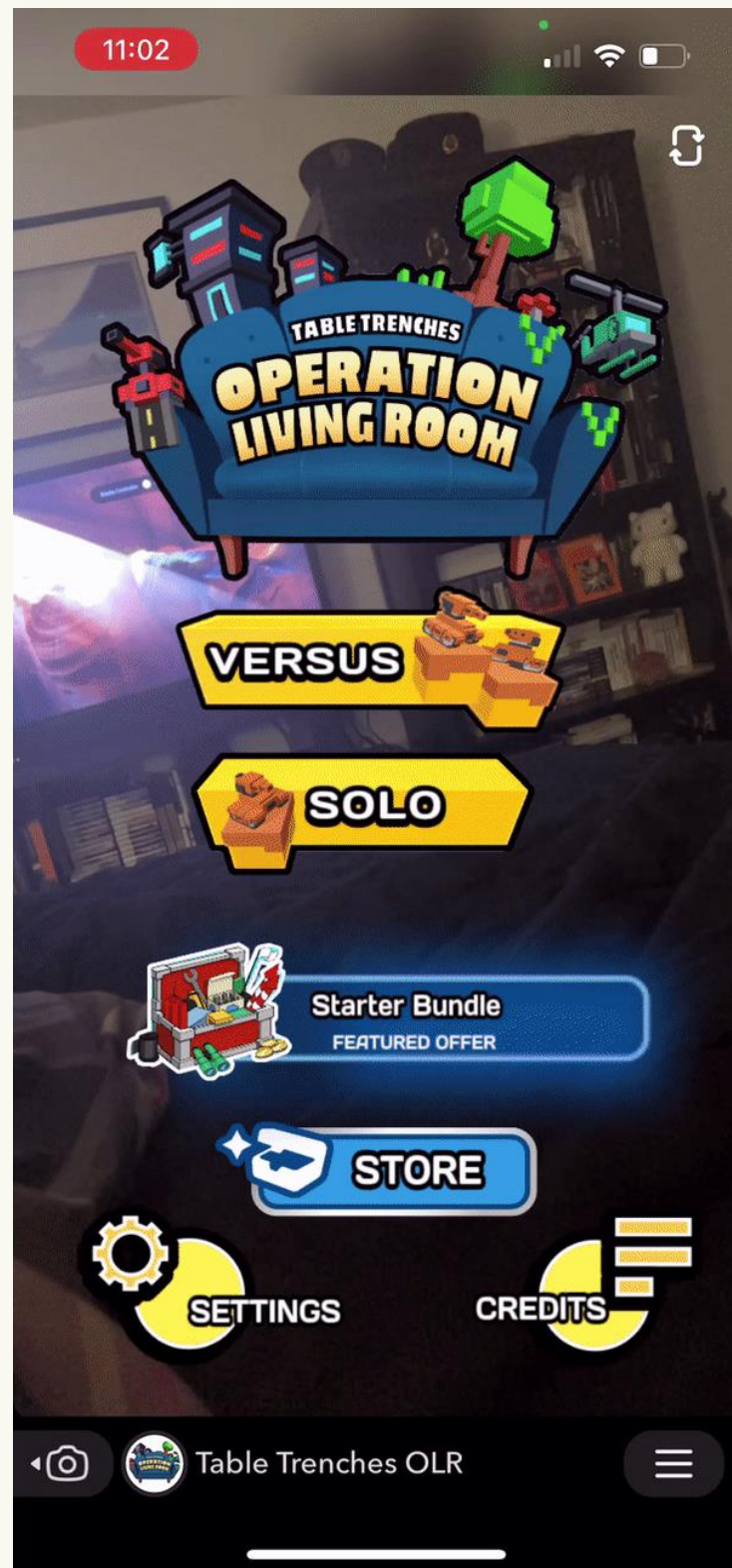




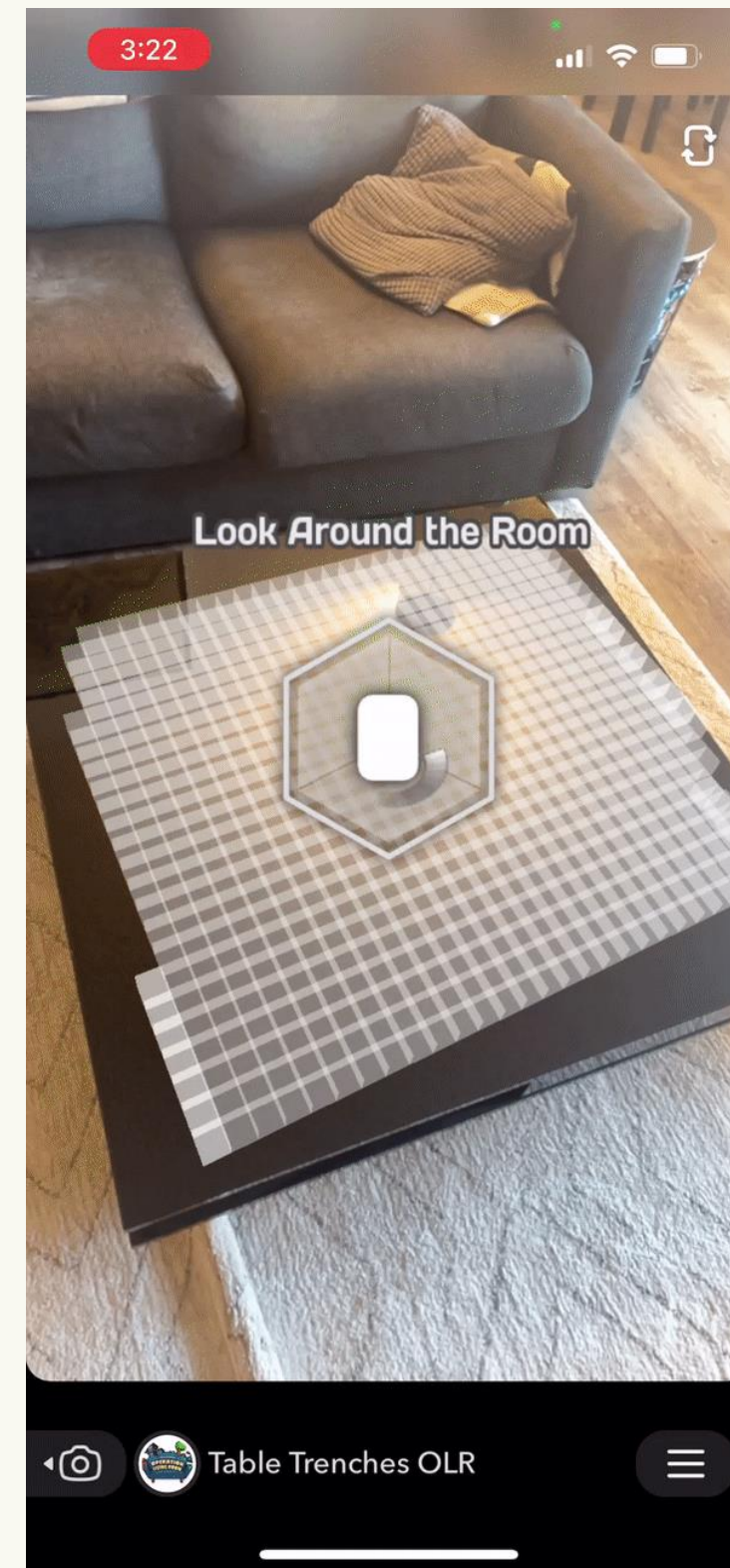




Visual scan  
shader  
combined with  
traditional 2D  
spinner

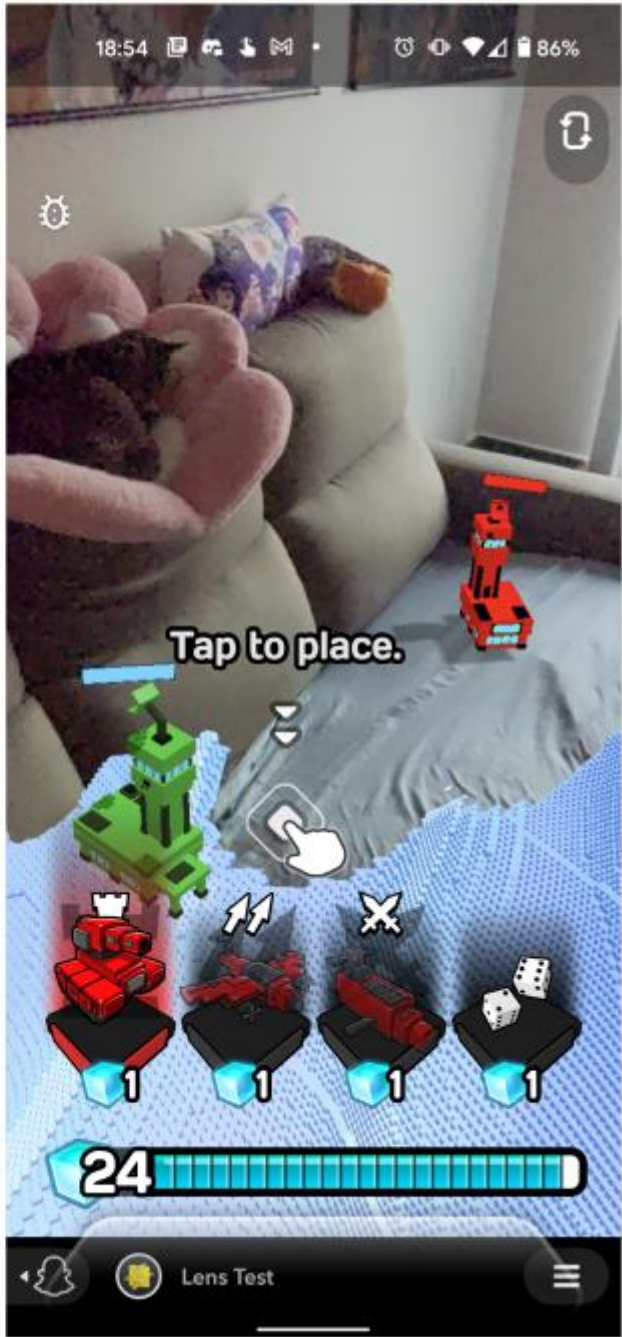


Visible voxel  
grid, scaling to  
various map  
sizes





# Teaching the user to tap, but sometimes they don't listen!



# Units can attack from anywhere – no range rings needed

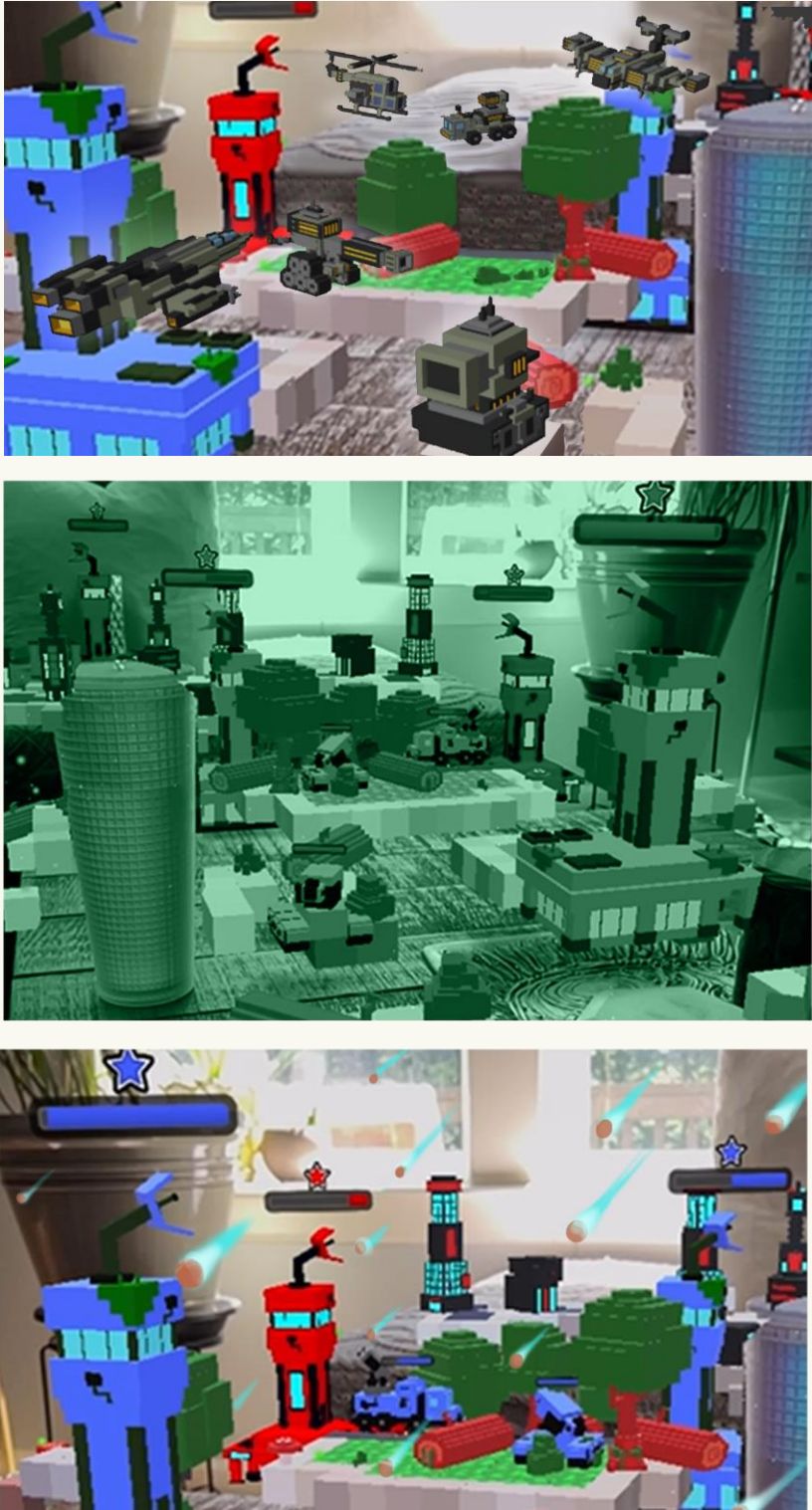




# Digital Storefront



# Item Categories

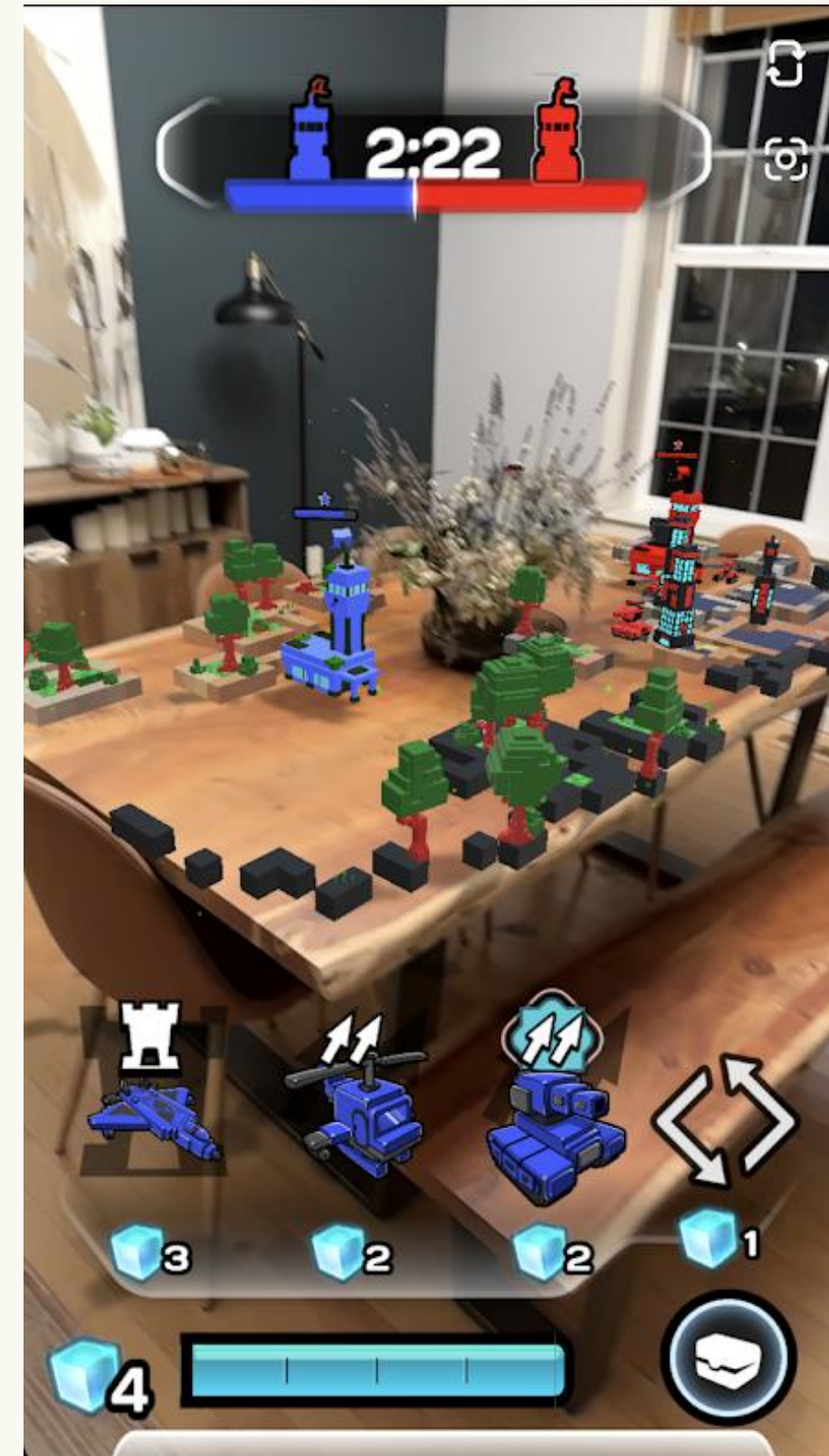


# Featured Bundle





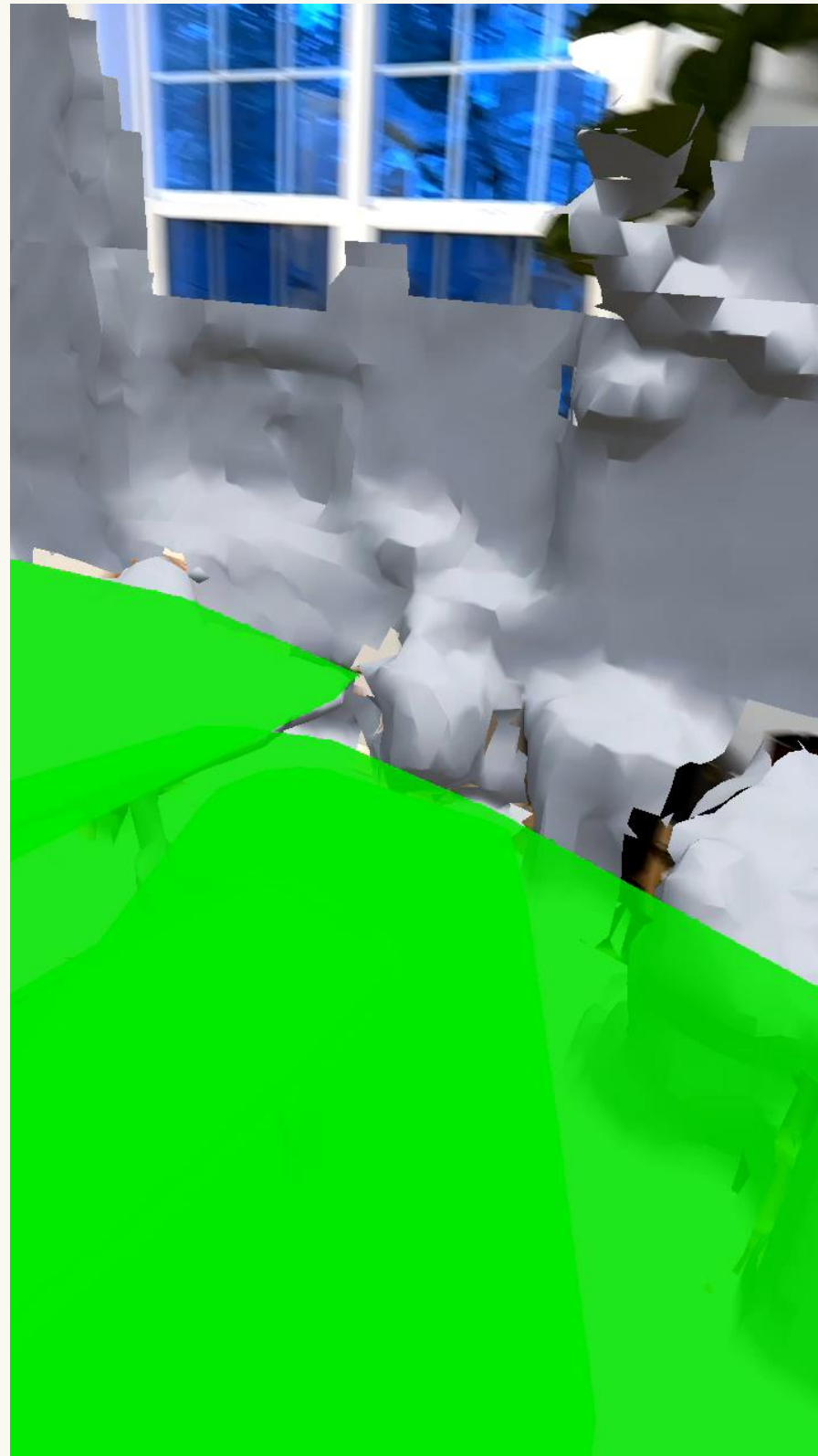
- Determine playable surfaces
- Cache unit movement paths
- Generate virtual terrain







Get  
tracked  
plane and  
world  
mesh data



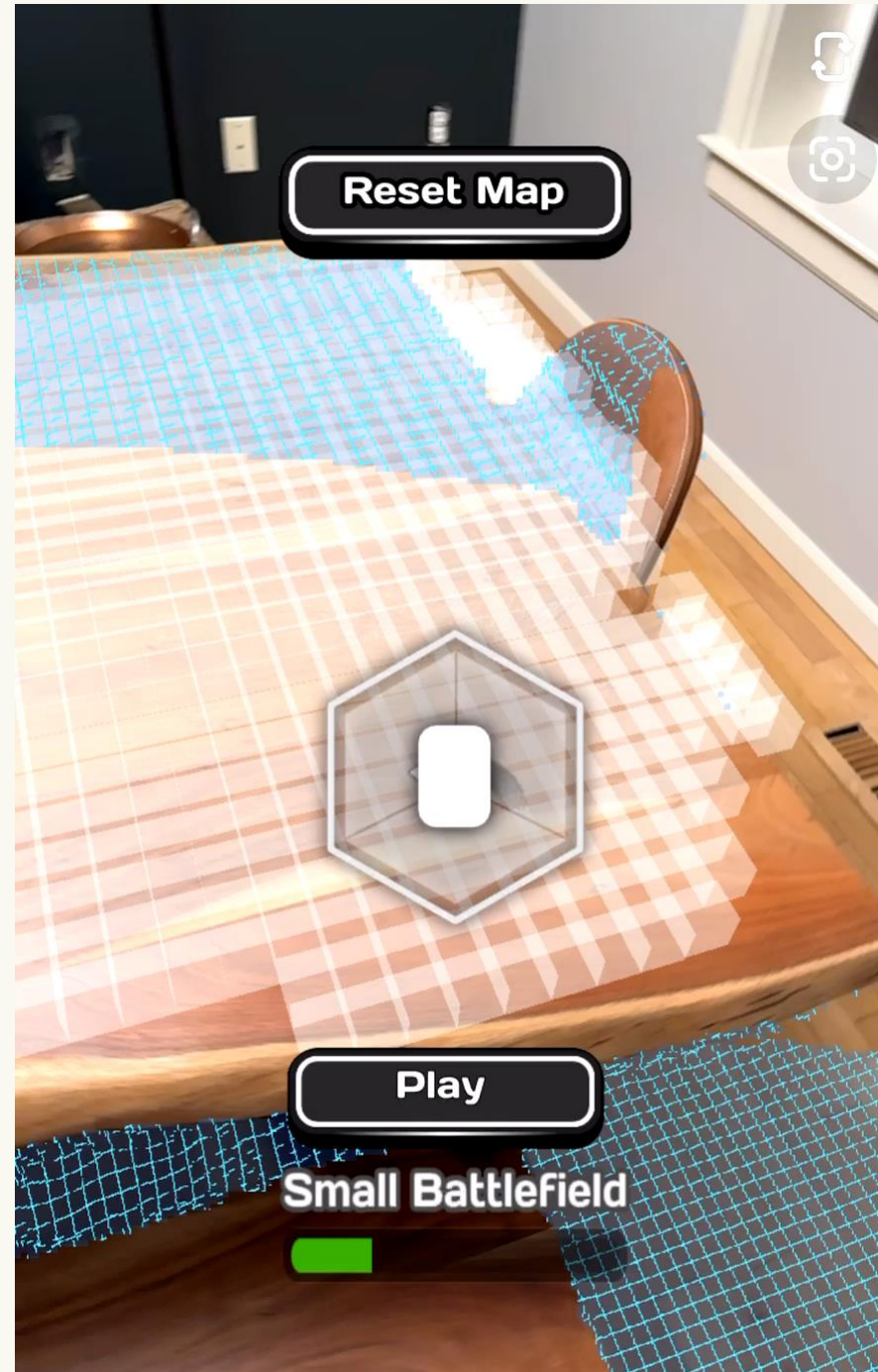
Determine  
areas of  
interest



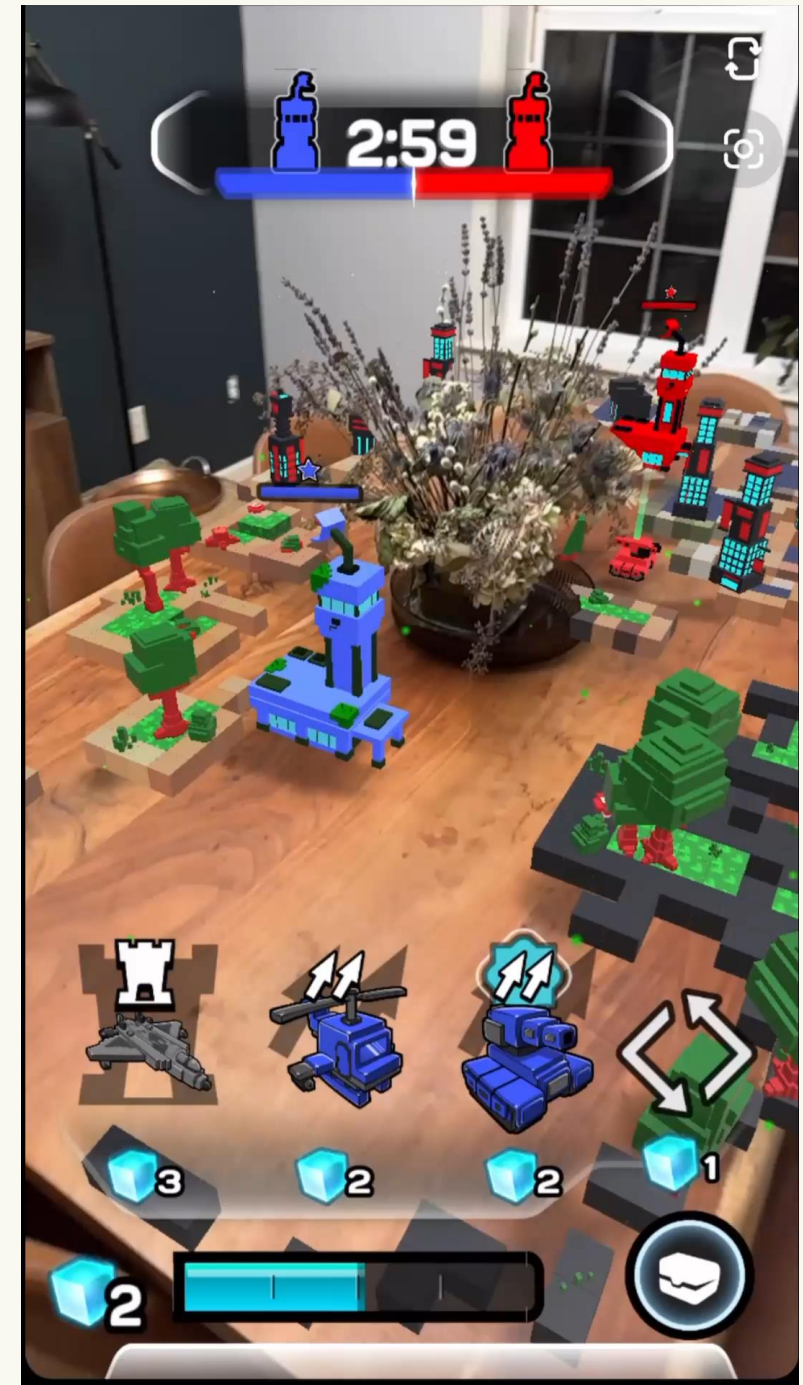




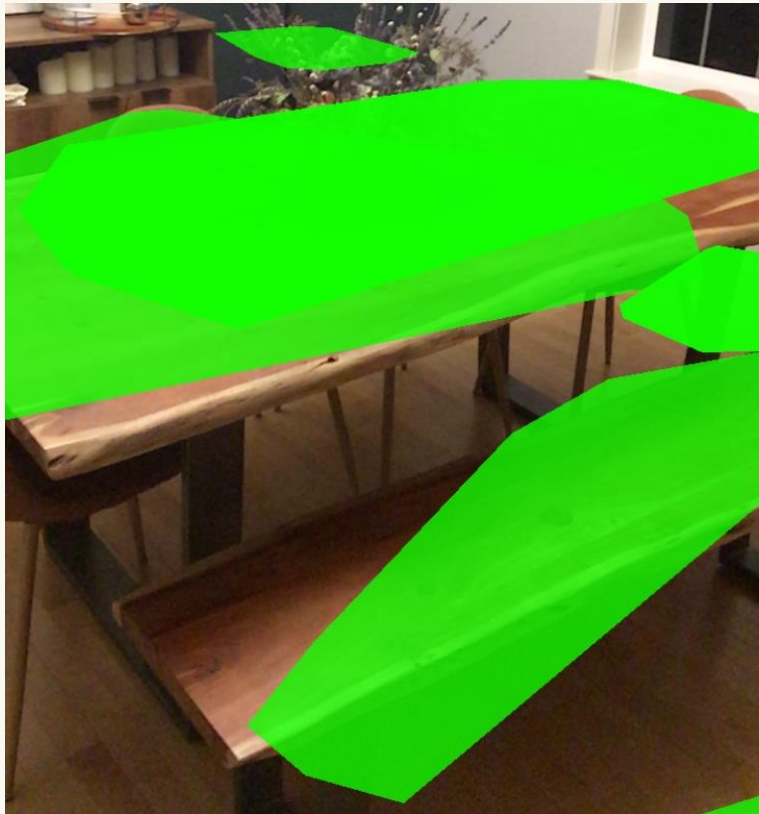
Voxelize  
“areas of  
interest”



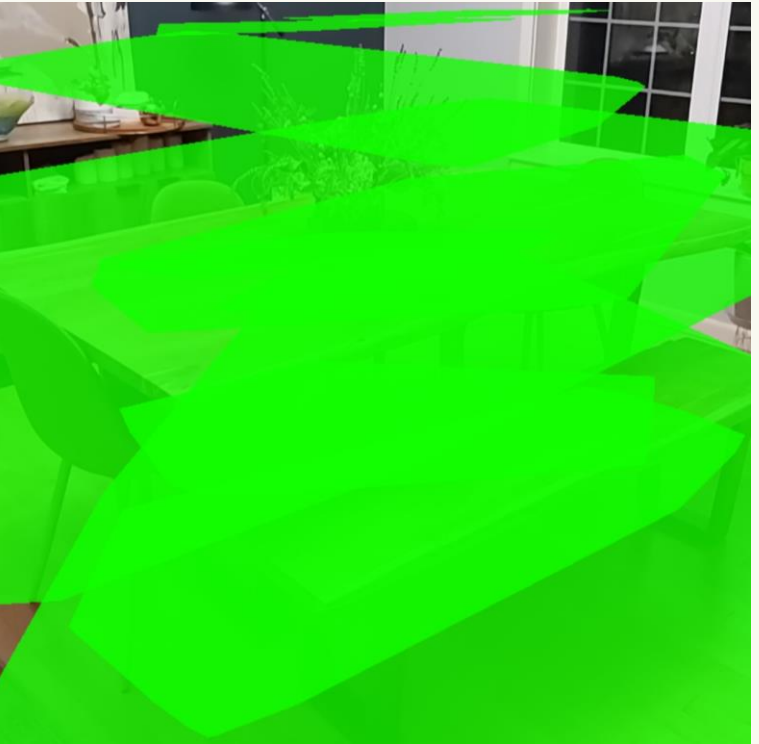
Generate  
world  
map and  
pathing  
data







Tracked Plane iOS (non-LiDAR)



Tracked Plane Android



Meshing Non-LiDAR



LiDAR Mesh







No Sync



Connection without World Alignment

External Tracking Points



External Marker

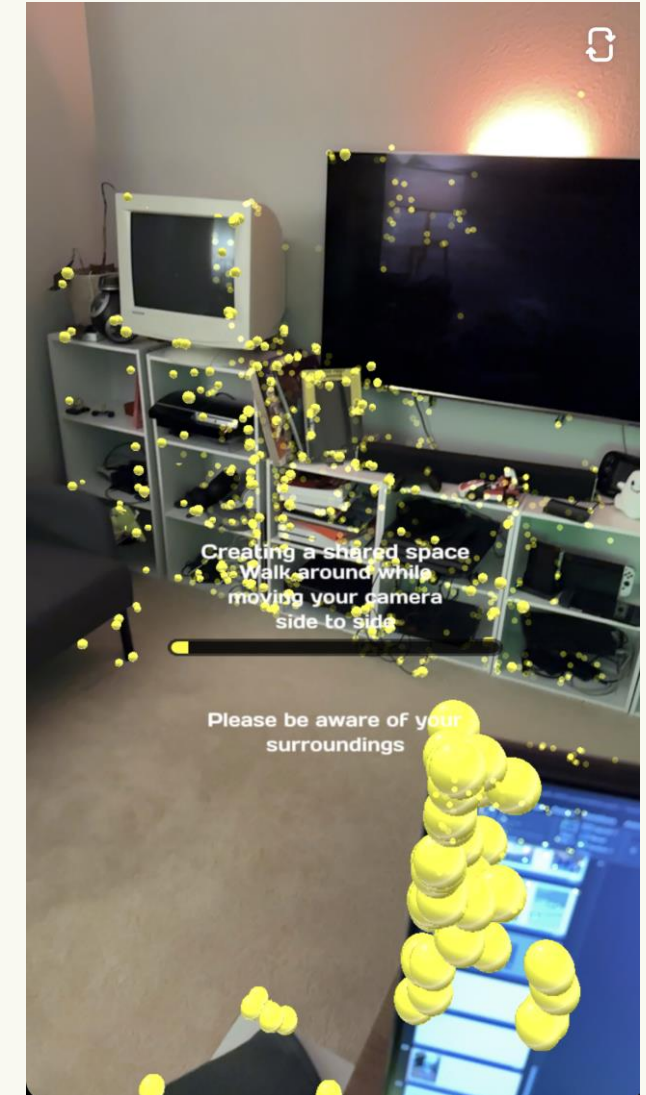


VPS  
(Visual Positioning System)

User Created Tracking



Device Anchored Marker



“Co-located Tracking”



A  
c  
c  
u  
r  
a  
c  
y



External Marker



Device Anchored  
Marker



VPS



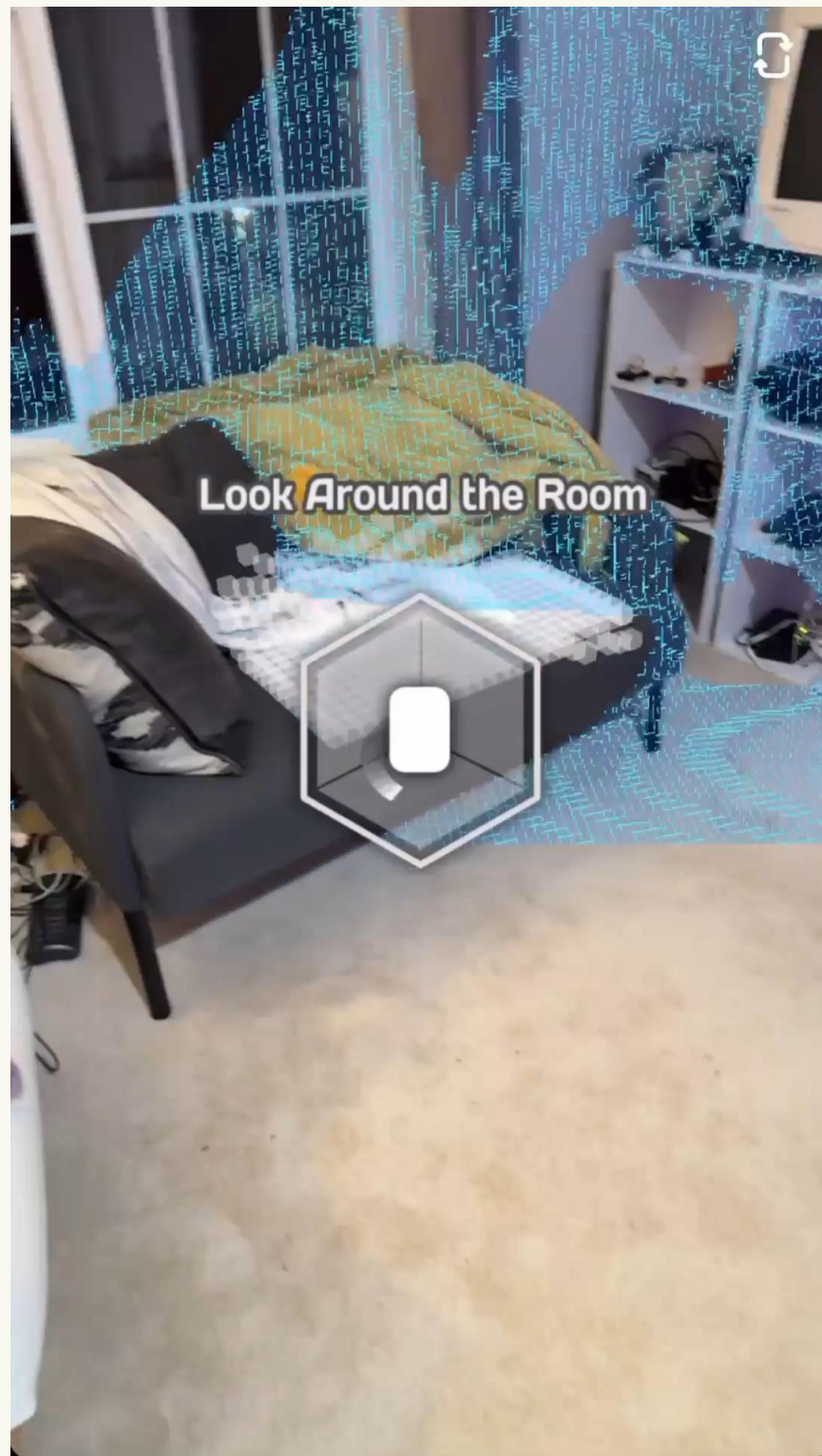
“Co-located Tracking”



No alignment

Setup time





**Host creates session**

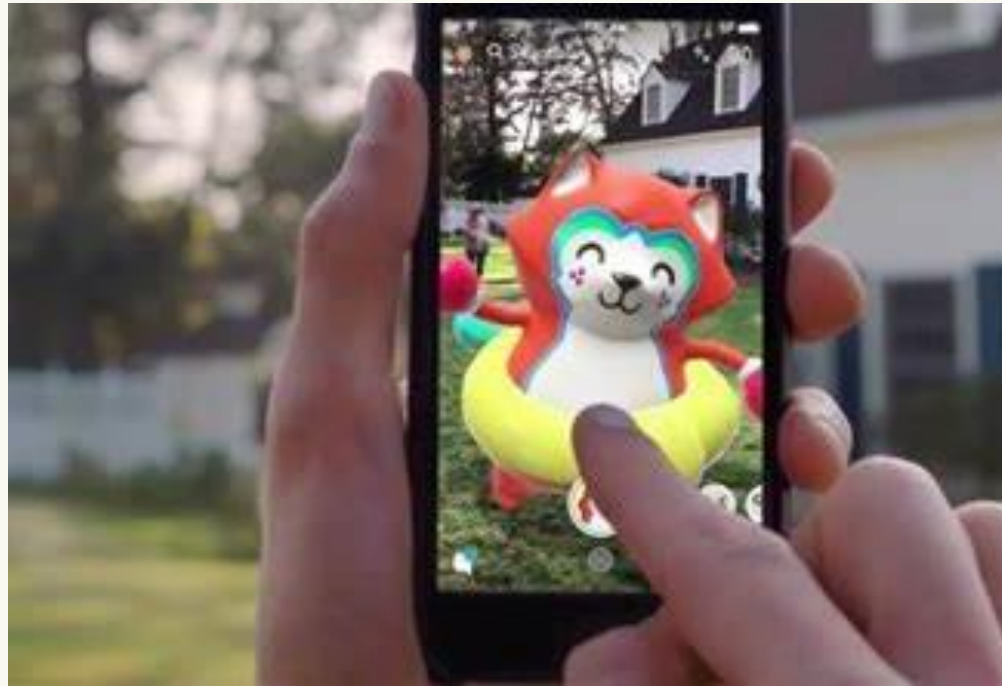


**Client joins session**

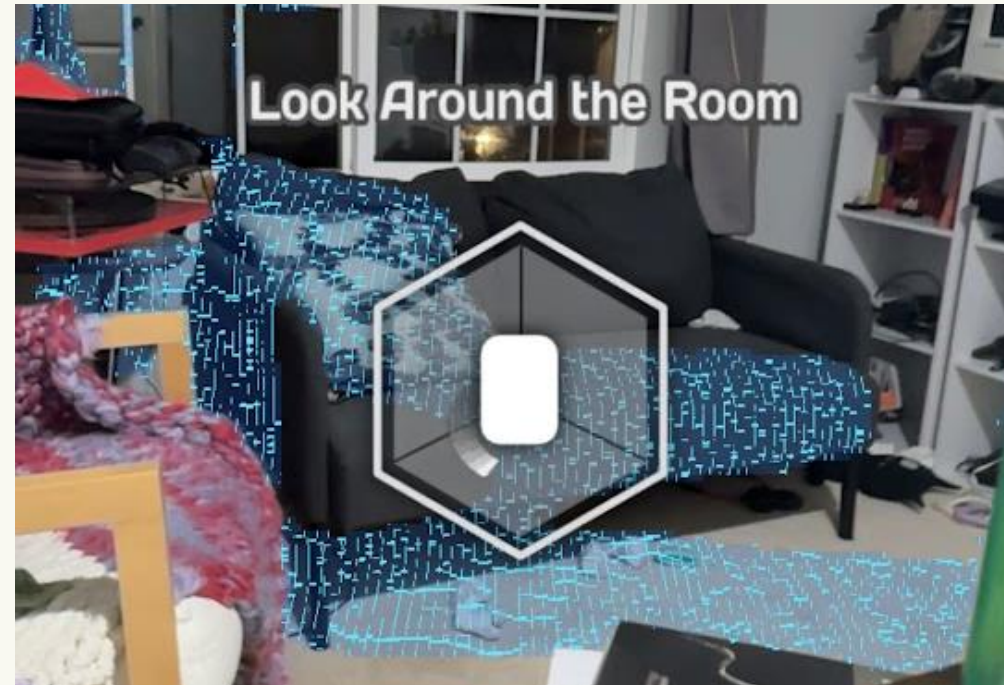


# Wrap Up

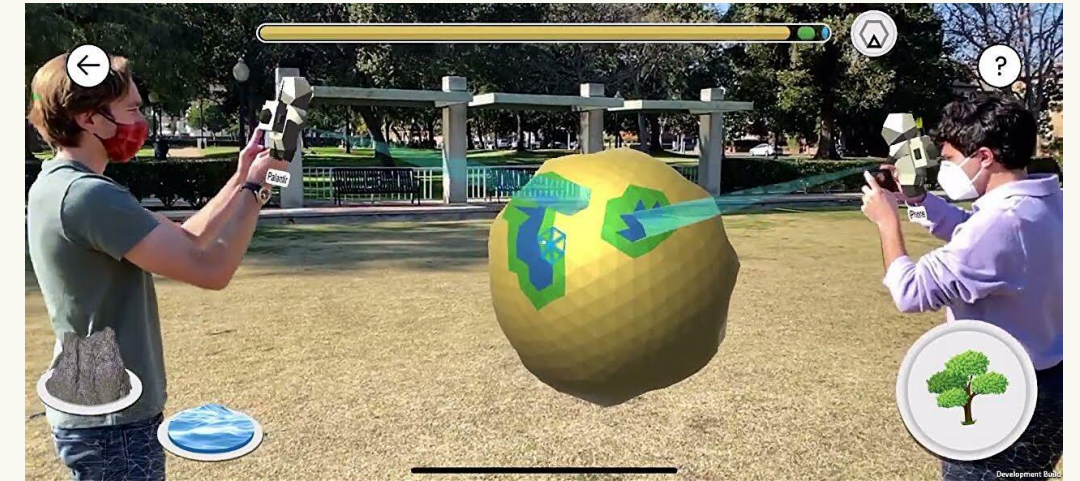
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## Playspace Setup



## Playing Together

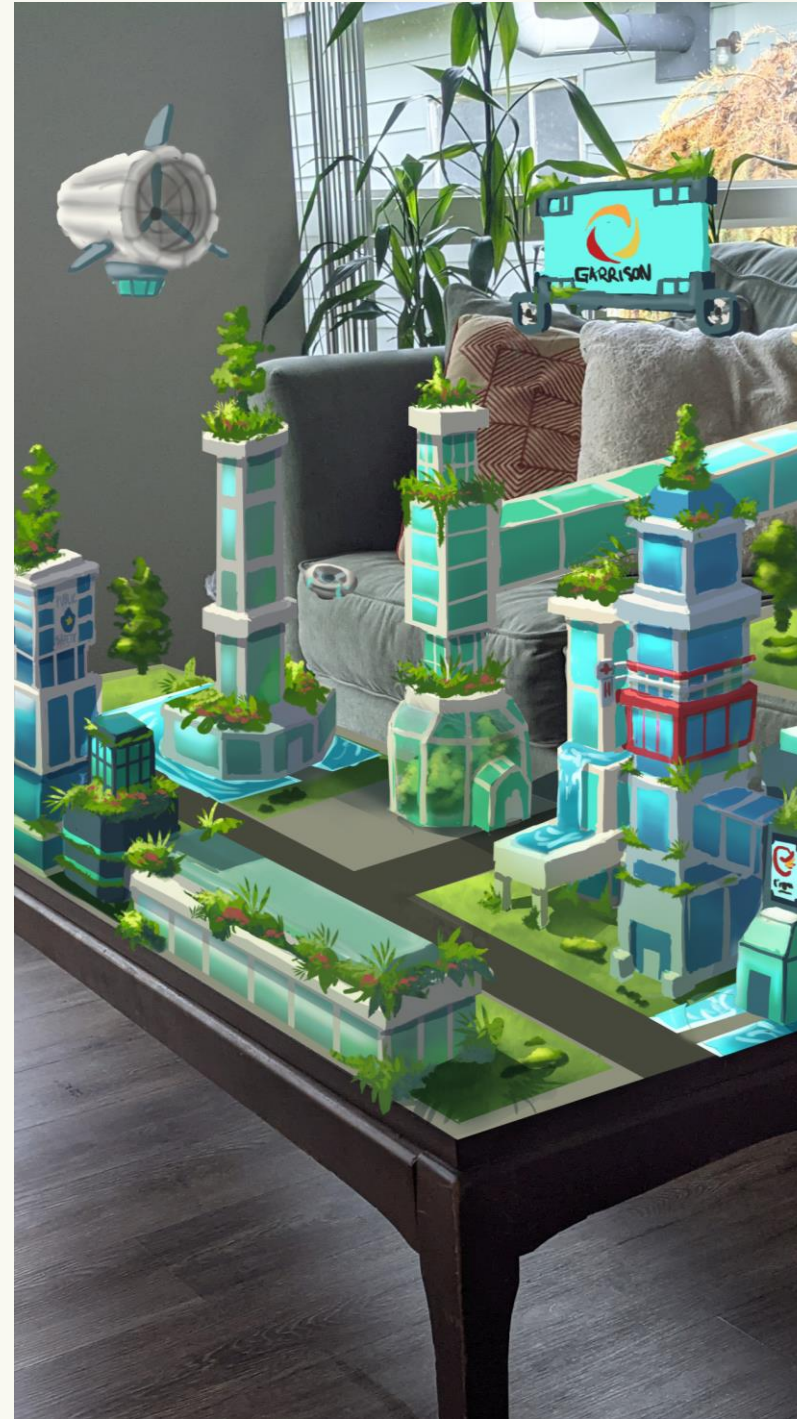




## Park Scale



## In-World Ads



## MR and Passthrough





# Questions?

[contact@dbcreations.studio](mailto:contact@dbcreations.studio)

[@CreationsDb](#)

