

**INTRO/ABSTRACT**

This game was is meant to teach players about prescribed and unprescribed fires in a fun and engaging manner. To make the user more engaged with the lesson the player uses a holographic display which works by reflecting the image and using a light to blend the image into the reflection giving it a holographic look.

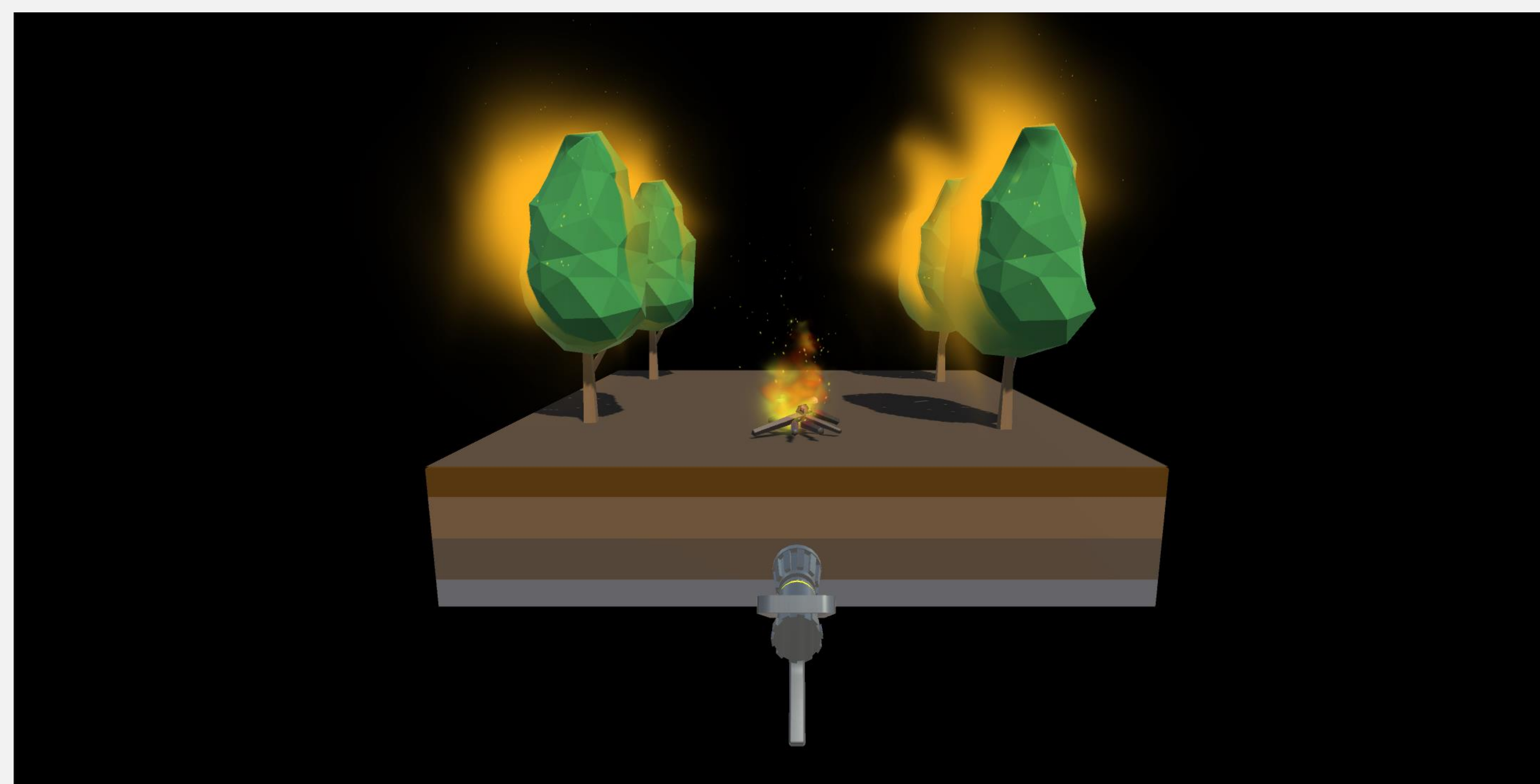
**METHODS**

The game was developed using the unity engine. A low poly design was chosen in order to help the game run better. It is displayed on the Holofil device which is a holographic display using an android tablet to reflect the image on a piece of glass. In the original builds of the game, we had a shooting gallery design where the player would put out fires like old school light gun games. This didn't pop like how we had hopped on the display, and we remade it to no longer go off the edges of the screen. This helps it look more 3d on the display. The camera and hose can now rotate around the island for the player to aim with.

**RESULTS**

The game is playable on the device. Earlier builds of the game were marred by performance issues due to the limitations of the device. After rewriting much of the code, we were able to get it to run in a manner that we think is acceptable. The first level shows a fire being started on a small island by lighting. The second shows a campfire causing the trees around it to be on fire and the third the player must conduct prescribed burns.

# A Holographic game teaching about prescribed and unprescribed fires.



Link to the project's website.