Abstract

The monster care game with Augmented Technology is motivated by an act of negligence in caring animals. Not only acts of omission, but also acts of torture that had been done to animals by a group of people. Therefore, we want to create an interactive and interesting game, that is monsters care game with Augmented Technology. This game have features of feeding which is containing food options to treat the monsters as well, and the monsters can also make an interaction with another monsters if we put the two marker side by side.

Keywords: augmented reality, animal, game.