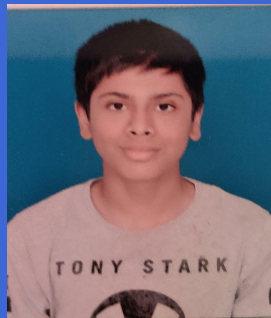


# **Please do not request edit access to this template**

Refer to instructions on how to make a copy of the presentation template on the Appathon website: <https://appathon.appinventor.mit.edu/#:~:text=Presentation%20Information>

# RETRO GRAFX

Annapoorani K, Aditya Arun, Himanshu Neelkant, Aryavardan MP, Priyani Rudra, Gourav MG



# OVERVIEW

- **App Name:** Retro GrafX
- **App Description:** This Retro GrafX app takes user to olden times and gives an insight about ancient Indian traditional art forms and ancient games with their benefits along with how to play game videos. Under Creative section, App users can have Hands-on with some ancient art forms and download or print their artwork, play some retro games and have virtual tour of ancient and renowned sculptures. App includes selfie corners too which has inbuilt photo frame with ancient Arts.
- **Track:** Mixed Team
- **Category:** Arts and Entertainment.



# THEME

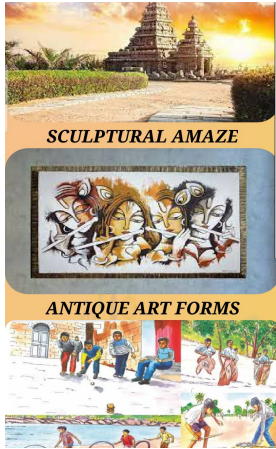
In today's world, where digital art and online games are gaining popularity, the age old art forms and games are completely lost and faded.

With our app Retro GrafX, we aim to provide wider insight into the traditional art forms and games and hope to create an impact on the minds of young kids who are unfamiliar these art forms and games. App also tries to involve the users in creating the old art form and encourage them to play retro games. As we progressed with the app creation process, we did study the olden traditions and it was interesting to know how rich the culture was and we found many many hidden gems which should be passed onto the future generations. Our aim through this app is to keep the traditions alive and we hope our app will help!



# INSTRUCTIONS

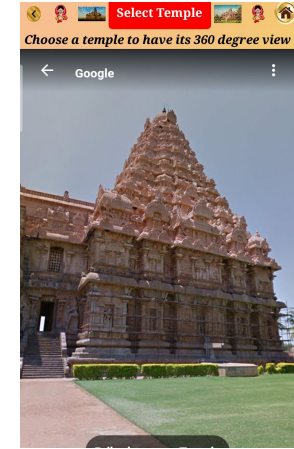
Please provide step-by-step instructions for using your app, along with high-quality screenshots of the app. Feel free to add as many slides as needed.



Step 1: Mainscreen follows splash screen



Step 2: Main menu - Arts, Games, Sculpture, Hands-on , Photocorner



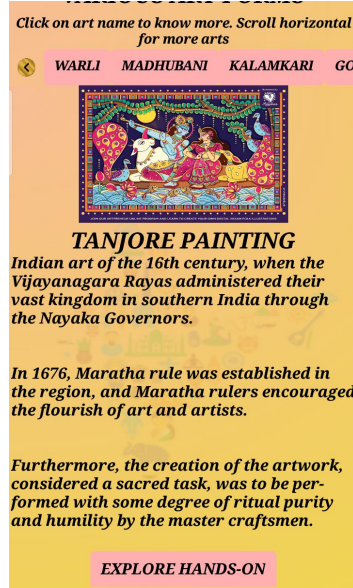
Step 3: Under Sculptural Amaze Section - 360 degree virtual tour of UNESCO heritage sites of India



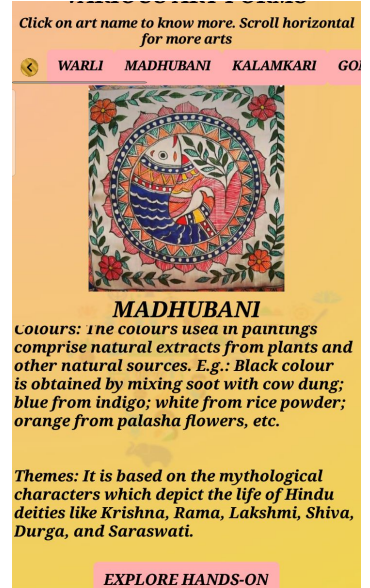
# INSTRUCTIONS



Step 4: One more heritage site - sculpture view



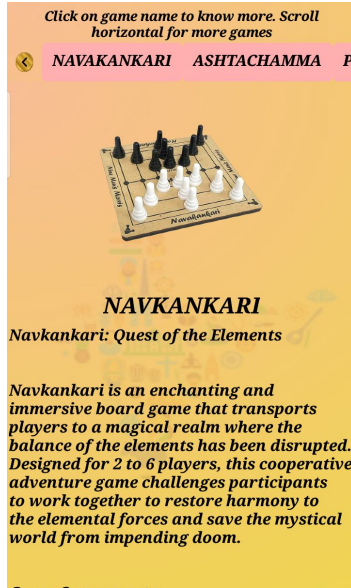
Step 5: Under Arts Section : An old Art form and its description



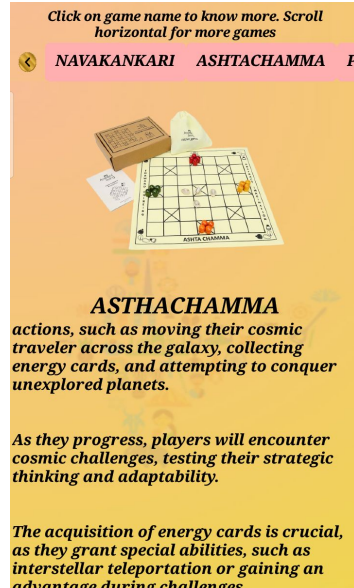
Step 6: Another sample of Hands-on Art work



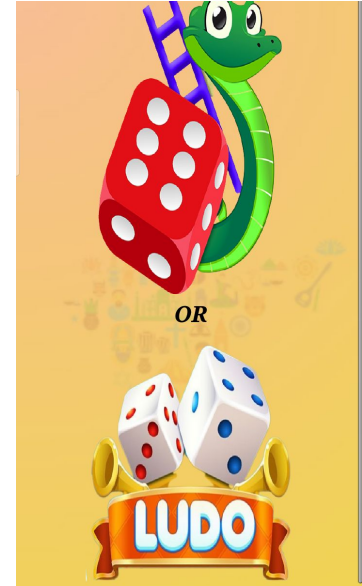
# INSTRUCTIONS



Step 7: Under Games section- an ancient game and its description covering how to play, video, benefits of it.



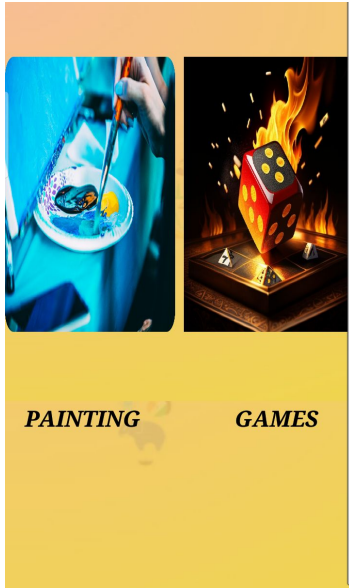
Step 8: One more ancient game to learn



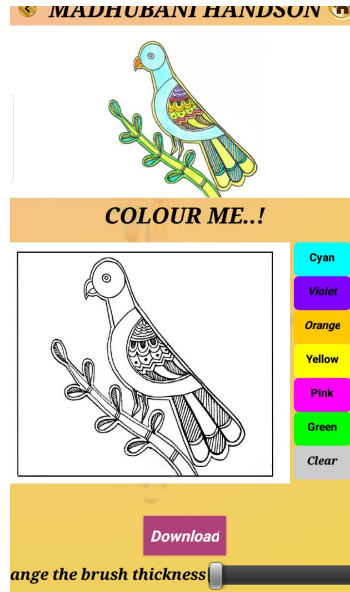
Step 9 : Some games to try in-app



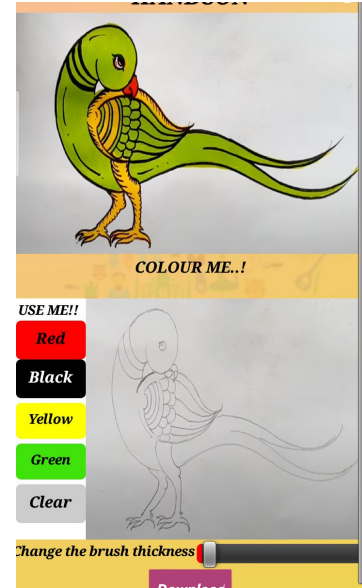
# INSTRUCTIONS



Step 10: Under Hands-On section- Users can give a try painting old art form or Play games



Step 11: An ancient art form digitized for users to paint and relax with in-App Entertainment corner

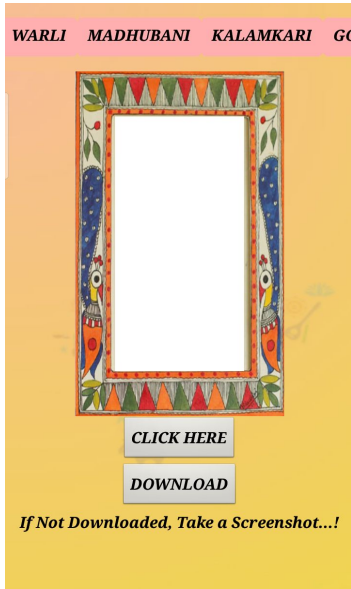


Step 12 : one more in-App art form try out users can work and download their work

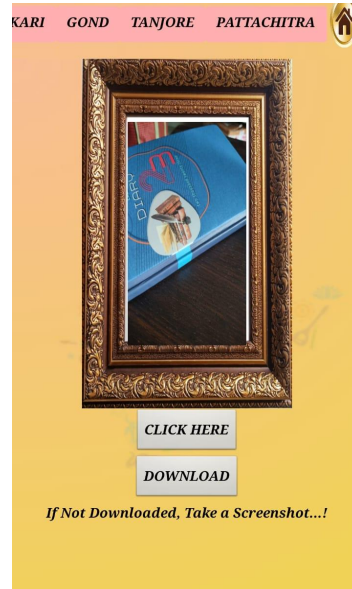




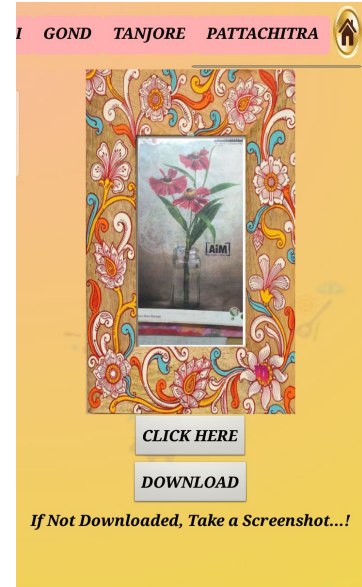
# INSTRUCTIONS



**Step 13: Under Photo Corner section-**  
Users can take selfie with old art forms  
as photo frame and save their picture



**Step 14: Photo corner sample**



**Step 15 : one more sample of photo corner**



# LIMITATIONS

While we have tried our best to create this app, the app does have one limitations:

- Content: Indian culture is very vast and it is impossible to include all the arts forms and traditional games across the country.
- LUDO game takes to 3rd party site
- Demo video link takes to youtube externally



# ACKNOWLEDGEMENTS

**Please list the names of anyone who helped you with developing your app, and describe what type of help they provided.**

- Teachers at Digitcodemy - teaching the group to code, applying the knowledge from the sessions to create the app, constant guidance on creating the app, providing feedback and suggesting improvement on the final app.
- Parents: coordinating the sessions with the teachers, helping and supporting through the process. Keeping track of the submission deadlines and continuously motivating to put in the best effort.



# APPENDIX

Credits :

- DigitCodemy youtube links used for Ancient Games info
- Google maps used for virtual tour
- Ludo game from [https://storage.y8.com/y8-studio/html5/akeemywka/ludo\\_multiplayer/](https://storage.y8.com/y8-studio/html5/akeemywka/ludo_multiplayer/)

# TITLE: RETRO GRAFX

- The Retro GrafX App gives an insight about ancient Indian traditional art forms and ancient games with their benefits along with how to play game videos. Under Creative section, App users can have Hands-on with some ancient art forms and download or print their artwork, play some retro games and have virtual tour of ancient and renowned sculptures. App includes selfie corners too which has inbuilt photo frame with ancient Arts.
- Components Used : Canvas, Image sprites, Webviewer, Activity starter, Clock , Slider, notifier, camera , sound player
- Features: Virtual tour of UNESCO heritage sites, Hands-on try for old art forms, in-App play games , Selfie corner and Photo frames, Information on old arts and games .

