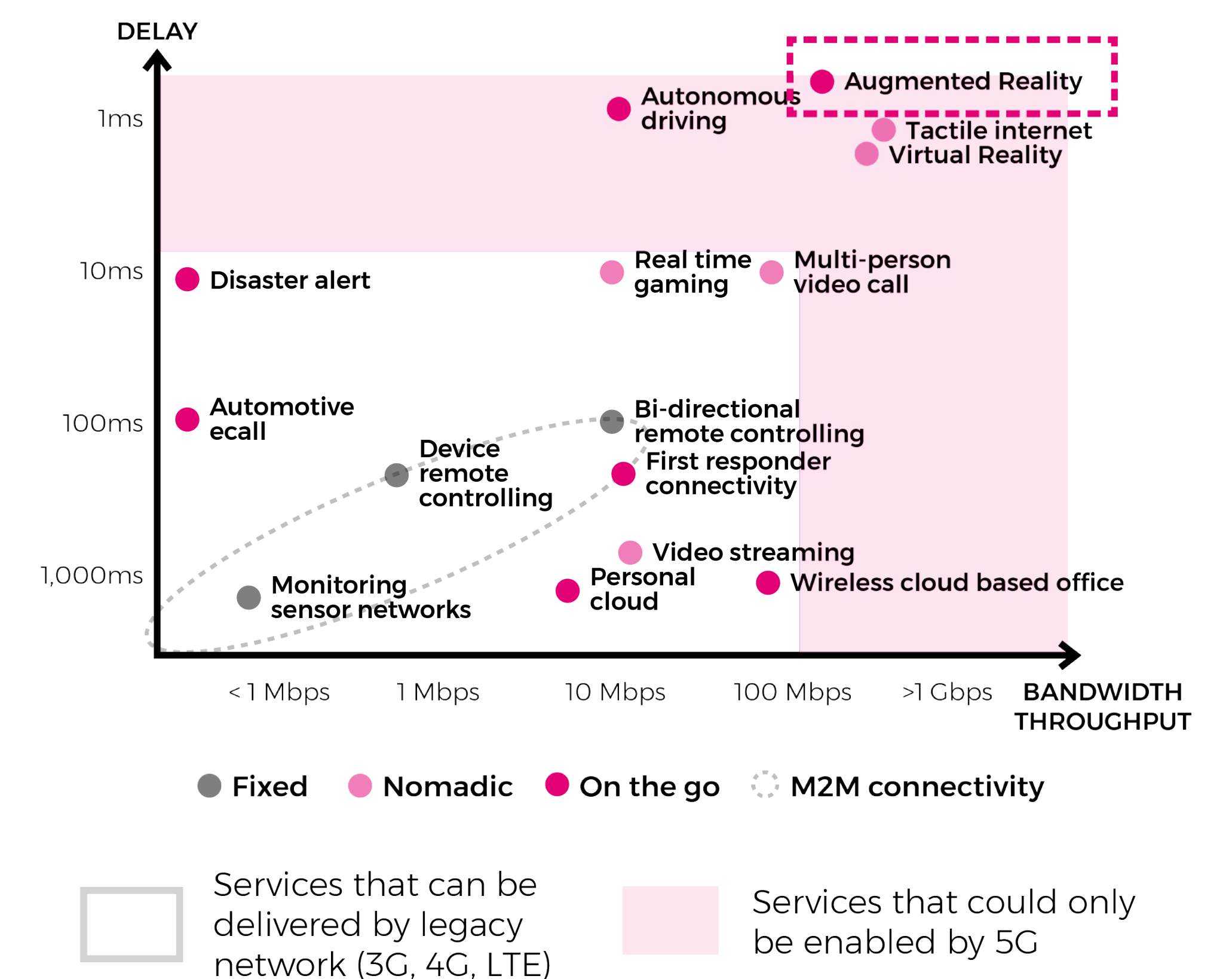




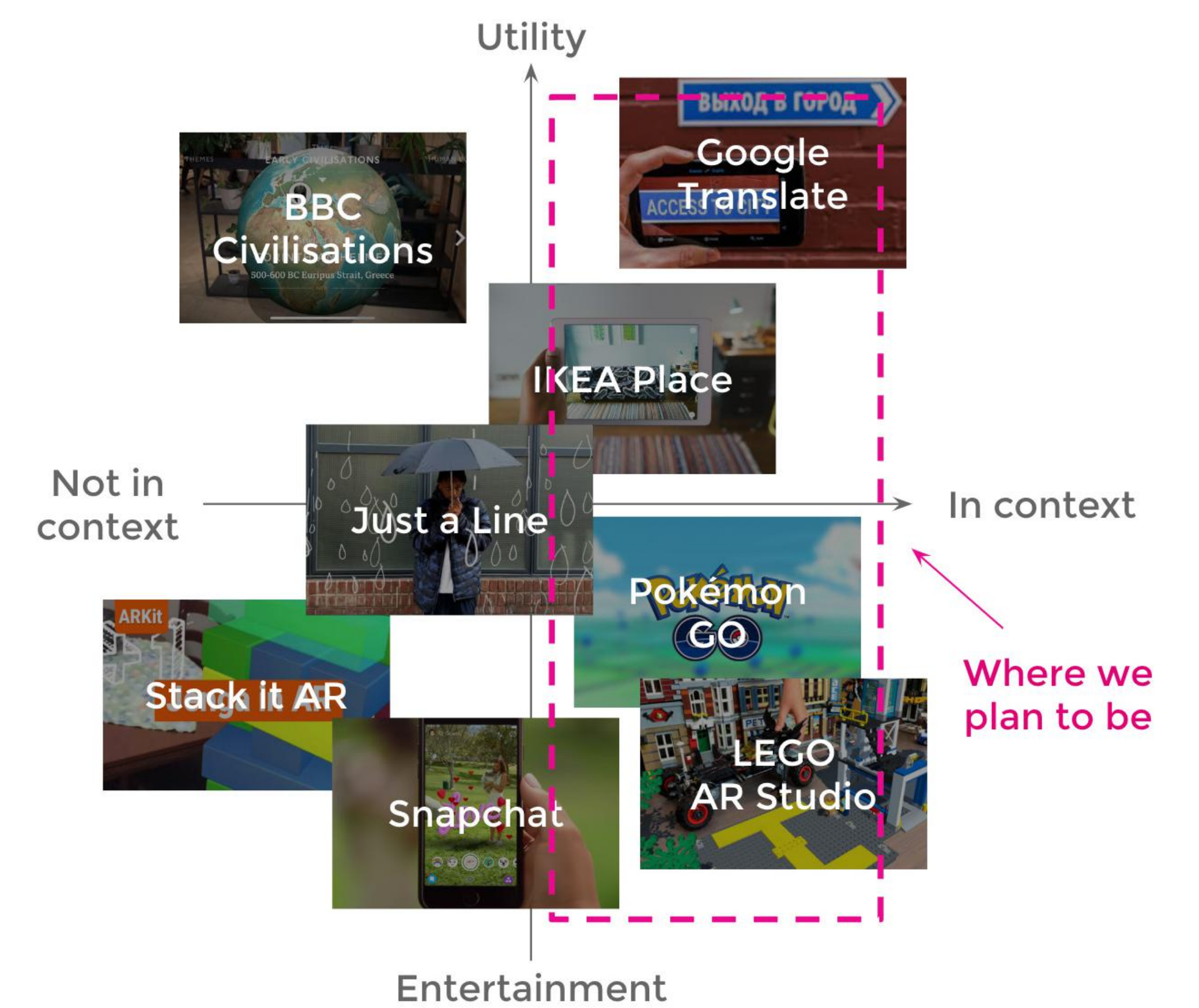
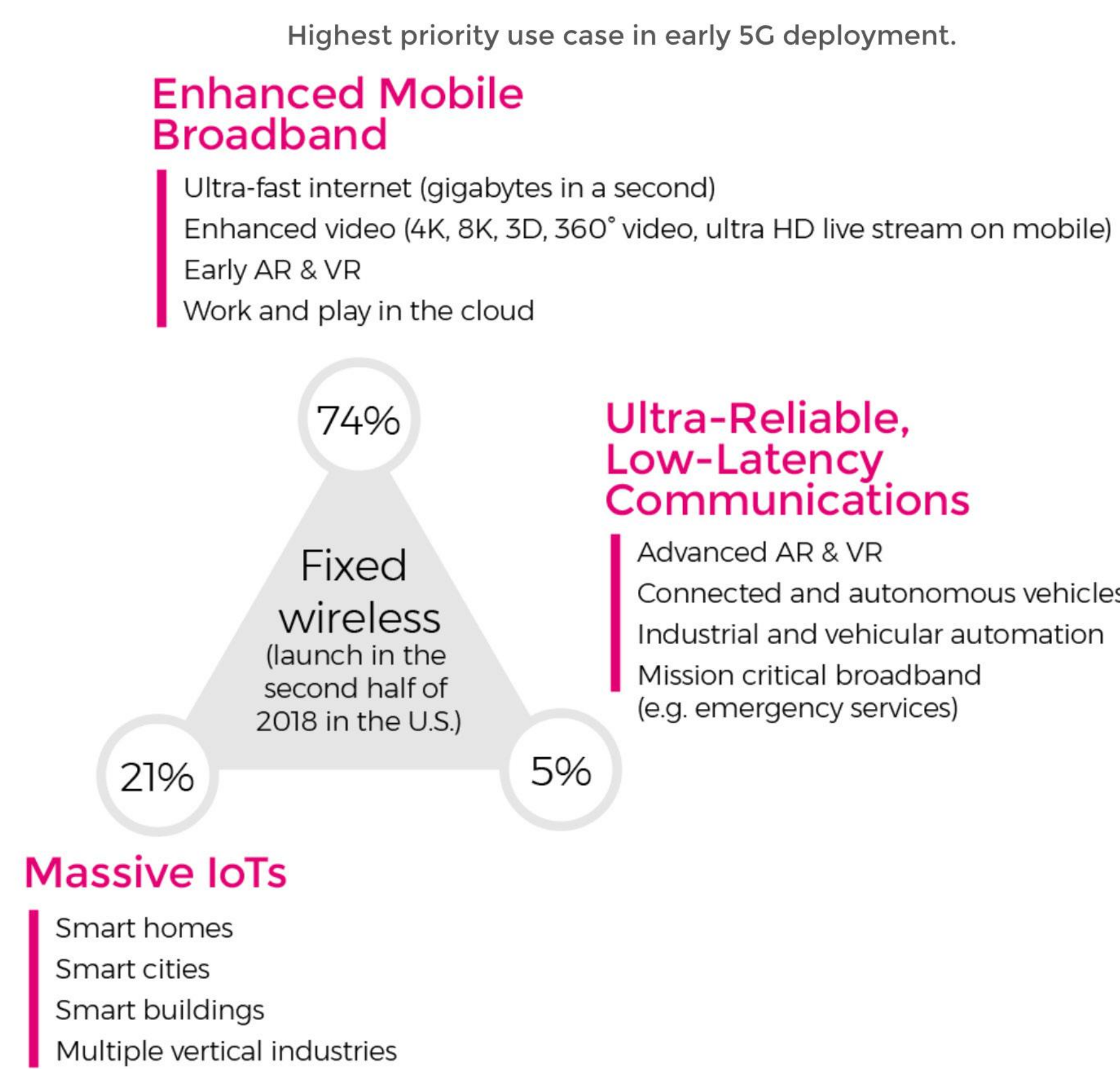
Problem

The latency of current 4G-LTE networks is too high to allow for a smooth and compelling multiplayer gaming experience. Therefore, it is not suitable for shared AR experiences.



Approach

We chose to develop a game to demonstrate 5G networks' high-speed, low-latency qualities to enabling a new type of AR experience which involves real-time multi-player collaborations. We foresee 5G opening up brand new opportunities to the game-developing community. Main criterias: **Wow Factor, Low Latency, Mobility, Feasibility, Affordability.**



Solution

FlaminGOGO is a multiplayer AR mobile game designed for outdoors with the 5G networks. It promotes the compelling ultra-low latency, high-speed, and wide bandwidth features of 5G.

