

Virtual Pet

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Abstract: *The Virtual Pet application is an interactive mobile-based system designed to engage users in fitness activities by rewarding step count with experience points for a virtual pet. The app integrates step tracking technology with a gamified approach, encouraging users to stay active. Additionally, it employs the Pepper's Ghost illusion technique to create a holographic display of the virtual pet, enhancing user engagement through a visually immersive experience. This paper presents the methodology, implementation, and potential applications of the Virtual Pet project.*

Keywords: Virtual Pet, Step Tracking, Gamification, Mobile Application, User Engagement, Pepper's Ghost, Holography

