

INTERACTIVE VIDEO GAME SYSTEM

ABSTRACT

[0078] An interactive video game system includes at least one sensor and at least one display device disposed near a play area. The system also includes a controller communicatively coupled to the at least one sensor and the at least one display device, wherein the controller is configured to: receive, from the at least one sensor, the scanning data of the player in the play area; generate at least one model from the scanning data of the player; identify an action of the player in the play area based on the at least one model; generate the virtual representation for the player based on the at least one model and the action of the player; and present, on the display device, the virtual representation of the player in a virtual environment, wherein an action of the virtual representation is augmented relative to the action of the player.

[Fig. 1]