**Task:** Greybox Project

**Unit** **Objectives**: LO1, LO2, LO3, LO4

**Due** **Date**: Monday of Week 5, 11:59 PM

**Weight**: 40%

**Must be completed as individuals.**

**Task Description:**

Your task is to develop a simple greybox AR project. The AR project should include a menu and a scene that contains one object placed either using Vuforia or AR foundation. No assets should be used other than the greybox assets you create for this project.

You should use ‘UX best practice’ throughout. You should also work collaboratively with your team to discuss menu options for your final project. You will build your greybox project as a WebGL project and upload it to itch.io. You will also provide the itch.io link to Blackboard to receive feedback from other students about your project.

Your final submission on Blackboard should include design specifications, storyboards, a mood board, and a link to your itch.io project. (DO NOT UPLOAD YOUR UNITY FILES TO BLACKBOARD)

**Marking Criteria:**

The rubric for this assessment is available on the MySCU site and will give the criteria for marking.

Generally, you should not focus on getting any major code implemented at this stage. In addition to UX principles above, functionality, feedback, navigation, and team collaboration will also be marked. There are two parts of the marking criteria – the technical competency and the level of professional UX development shown.

The difference between a “Pass” and higher grades will be based on how much you look at the whole project and development practices, and how well you follow best practices while keep your Unity project cohesive and effective.

**Resubmit policy:**

This assessment is not eligible for the resubmit policy.

**Getting Help:**

This assessment, which is to be completed in a small group, is your chance to gain an understanding of the fundamental concepts of UX development and Unity.

It important that you complete all tutorial activities and communicate with your teammates.

Since you are mastering UX and Unity skills, you are permitted to work from the examples in the MySCU site or Unity Learn, but you must acknowledge assistance from other sources or classmates. You must not use online material including online LMS’s or help from others outside the university, as this would prevent you from mastering these concepts.

This diagram will help you understand where you can get help:

**Encouraged Attribution Required**

**Not acceptable Ask tutor**

**Be aware if you do get help from one of the red sources, you are at risk of failing the assessment, or the unit.**