AR Project Grading

Application Development and Software Prototyping, AR Project

The purpose of the AR Project is to demonstrate your knowledge of AR application development and prototyping. A large part of your knowledge assessment is your ability to talk about the work you are doing, which is why recording this project is so important.

Each student has been given the freedom to set their own goals, which means part of the grade will be done on an individual basis. **Meaning:** **you will be graded on how well you followed your own goals**.

Your submitted project and video will be compared to the original concept you turned in at Week 4 and will take into account the changes you made during development. It’s important to talk about these changes in your video.

## Requirements for Every Student

**Project**

* The repository is set up correctly in GitHub (Public, Unity .gitignore applied properly)
* The project uses the chosen AR technology (Vuforia or AR Foundation) correctly
  + Example: If you chose Vuforia, did you create a unique database of Image Target(s), either photo or AR Marker, and include the license key as shown in Assignment 2?
  + Example: If you chose AR Foundation, did you install the Unity Packages and XR plugins correctly, and do you have the UI set up to handle the AR Session and Plane finding like in Assignments 3 and 4?
* Scripts are clean and easy to read
  + Did you remove unused functions
* Unity hierarchy is organized and easy to read
  + Unity scene objects are named appropriately
    - No duplicated primitives named something like “Cube (9)” (you should be using free assets to improve the quality anyway)
* Make a new Scene, don’t use Example Scene (or at least rename it)
  + Name it appropriately
* Name your project and the APK appropriately (not DefaultCompany or DefaultProduct)
  + If you don’t want to be creative here, name it “LastName\_ARProject” (i.e. Johnstone\_ARProject)
* Use of free assets to improve the quality of your game
  + Were they appropriate for the theme of your game?

**Video**

*Note: It is recommended to use a video editor for this project, record your work first, then dictate it (voice-over) later. Recording your speech in segments lets you take your time, so you can sound confident and upbeat. Aim for this video to be a part of your portfolio.*

* **Describing your Work**
  + Know your work (act confident, even if something weird happens during recording)
  + Talk about your original concept (the one you turned in)
  + What changed during development and why?
  + Did you meet your objectives?
  + What assets did you use? Where did you get them? Are they appropriate for the theme of your game?
* **Post Mortem**
  + What went wrong?
    - Did you try something and it didn’t work?
    - Did you over scope?
    - Could you have spent more time on it?
  + What went right?
    - I realized a feature was too time-consuming so I cut it
    - I solved a problem quickly and used the extra time to add polish
    - I met all my goals
  + What can you do better?
    - Next time I’ll approach the problem differently
    - I’ll manage my time better
    - I plan to break objectives down into smaller, easier tasks, rather than vague (but exciting) goals
* **Future Development**
  + Talk about both immediate goals and long term ones
    - It’s okay to borrow from your Post Mortem
      * “I had to cut this feature, but it really should be a part of this application.”
      * “While this works in the demo, developers can optimize it for better performance.”
    - “This prototype can be the basis for several different applications. This part can be used in games, that part can be used in a museum display.” Etc.

## Submission

In Canvas

* ***Link*** (make it a link, not just text) your **GitHub Repository**
* ***Link*** (make it a link, not just text) your **YouTube video**.

If you have any questions or concerns about this project or its submission process, message your Instructor in Discord or email.

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