Vuforia

Application Development and Software Prototyping, Week 2

*Start a fresh project for this assignment. (still using Unity 2019.4.9f1)*

# Objectives

1. **Create** and use a **Vuforia Database** in Objective 2.
   1. **Create** six **Image Targets** from the provided images found in the Assignment > Week02 folder of the [course repository](https://github.com/AGGP-NHTI/AGGP231c)
2. **Create** a **Scene** in Unity and build it to your Android mobile device.
   1. Name the Scene “**Vu\_Scene**”
   2. **Interact** with a **3D object** using **Virtual Buttons**
      1. **Use all six image targets**.
         * You choose what the targets represent and what the interactions do
         * Example: one target can hold a 3D object while another has Virtual Button(s) to manipulate it somehow
3. **Extra Credit**: Reconstruct your Virtual Joystick Scene using Image Targets
4. Using a **Screen Recorder** app on the device, **record** the Scene demonstrating Objective 2.
   1. This must include audio of your voice describing the work you did:
      1. What is happening in the Scene (i.e. “a swipe gesture will do *x* to *n* object”, or “virtual joystick is controlling *n* object by applying force”)
      2. What went well, what went wrong, what can you do better for next time (Post Mortem)
      3. If you handed this off to another developer, where could they take the development (i.e. “if you add a Run ability to Mario, he could jump farther”)
   2. If you have lost your voice, subtitles are acceptable, the goal is to communicate to the viewer so make them readable.
   3. While you can record audio through a Screen Recorder app, it may be easier to capture the video first, then edit it using a video editing application on your PC/Laptop. Speak to your Instructor for help/guidance on improving your presentation through video editing.

# Submission

1. **Create** a **repository** for this project on GitHub.
2. Make sure all changes have been pushed **before the due date.**
3. **Create** a new folder labeled “**Videos**” at the root of your project (next to Assets, Builds, Library etc.)
   1. Save your completed Screen Recordings in this folder
4. **On Canvas, paste a link to your repository and submit it before the due date**