AR Foundation, Part 1

Application Development and Software Prototyping, Week 3

*Start a fresh project for this assignment. (still using Unity 2019.4.9f1)  
Part of this assignment requires research (not covered in lecture)*

# Objectives

1. **Reproduce** the **Robot Kyle Scene**
   1. **Download** the **FREE** asset **“Robot Kyle”** from the **Unity Asset Store**
   2. **Use** the assets provided in the **Week03 folder**
   3. **View** theRobot Kyle **demo video** found in the Week03 folder
2. **Create** a **Canvas UI** and **Solve** the problems listed below:
   1. **Buttons** that do the following:
      1. **Pause** the AR Session
      2. **Resume** the AR Session
      3. **Restart** the AR Session
      4. **Toggle** the MakeAppearOnPlane feature on/off
   2. **Sliders** that do the following:
      1. **Rotate** Robot Kyle
      2. **Scale** Robot Kyle
   3. **Prevent** raycasts from going through UI elements
3. Using a **Screen Recorder** app on the device, **record** the Scene demonstrating Objective 2.
   1. **Speak as if you were presenting this to someone you want to hire you**
      1. Introduce yourself by your full name
   2. This must include audio of your voice describing the work you did:
      1. Describe your work
      2. Post Mortem
      3. Future Development

# Submission

1. **Create** a **new** **public** **repository** for this project on GitHub.
2. Make sure all changes have been pushed **before the due date.**
3. **Create** a new folder labeled “**Video**” 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**
   1. **If you posted your video on YouTube, link it here**