AR Foundation, Part 2

Application Development and Software Prototyping, Week 4

# Objectives

1. **Create** an AR Foundation Scene that includes everything from AR Foundation, Part 1, *except the Robot Kyle asset*.
2. Use MakeAppearOnPlane to place your Virtual Joystick minigame from the beginning of this course.
3. Make sure your minigame’s Restart button is visually distinct from the Restart button for the AR Session
4. Using a **Screen Recorder** app on the device, **record** a demonstration your work.
   1. This must include audio of your voice describing the work you did:
      1. Introduce yourself by your full name
      2. Describe your work
      3. Post Mortem
      4. Future Development

# Submission

1. **Create a new public repository for this project on GitHub, following the instructions outlined by Professor Walek in his video (found in the course repository).**
2. Make sure all changes have been pushed **before the due date (11:00 am on 9/28).**
3. **If the recorded video is too big for the repository, save it as “unlisted” on YouTube**
4. **On Canvas, paste a link to your repository and submit it before the due date**
   1. **If you posted your video on YouTube, paste the link here**