

# Documentation for code

The project consists of three script files that together comprise the code for the project.

1. FaceSwap.cs
2. ObstacleSpawner.cs
3. PlayerScore.cs

## FaceSwap.cs

FaceSwap.cs is used to change the AR face filter of the player. It is the script that is part of the face detection and AR Filter module. It uses the ARFaceManager from XRCore to get the detected faces. For all faces, it swaps the face material using the list of materials available. The script is executed, every time the swap button in the game UI is pressed.

## ObstacleSpawner.cs

ObstacleSpawner.cs is the script responsible for spawning 3D falling objects onto the screen. The script runs throughout the game until the game over condition is satisfied, and then it restarts. It randomly selects which object to spawn and randomly spawns it at top of the screen.

## PlayerScore.cs

PlayerScore.cs is the script responsible for the reward system of the game. It uses the Collider objects to detect collision and depending on the kind of collision, increments the score or causes the Game Over, in which case the game restarts.