EnterTheDojo_Basic_FlowChart

USER → GUN ← → ARDUINO

USER → BODY

DRTLS ← USER

UNITY 3D

- ARDUINO UNITS API
- Pre-Installed 3D model
- DWM 1001 API
- Live 3D model of Play area

Compare and impose VIA
OCV / AR CORE

Live Camera Feed ← → Unity Remote ← → **MOBILE DISPLAY**

AR VIEWER → USER