To create the AR systems, I used the Tools that come with Unity. These are some packages that do most of the heavy lifting for me, such as the placement of objects in space, camera tracking and rendering based on what the camera sees.

After that, to make the darts system, even though it asked only for simple circles, I went and used Unity´s Physics system to add some challenge into the game. If you pressed a button and the dart went in a straight line to where the center of the screen is, it would make for a simple and shallow game. Adding physics into the mix was a way of making it far more complex, as one should also account for gravity, and the strength of the throw.

I tried making the systems the most scalable possible. For example, I used inheritance so that if I wanted to create a new kind of board that, for example, moves, the way of adding it would be as easy as making a new prefab and adding a script that moves the board. Point counting was achieved through static classes to make it easily accessible from anywhere in the game. This way, I will be able to make changes based on point count, finding the score and comparing it with older High-Scores… etc.