**Task:** Project Sprints and Publication/Delivery

**Unit** **Objectives**: LO2, LO3, LO4

**Due** **Date**: Monday of Week 7, 11:59 pm

**Weight**: 50%

**Requires three (3) group components and one (1) individual component.**

**Task Description:**

Your task is to develop an interactive AR project using Sprints within a small team. As a team, you will use GitHub to create the main project which will feature a menu (developed by the team) and several individual scenes (one scene developed by each team member). Each scene created by a student should contain one or more interactable objects placed either using Vuforia or AR foundation. Each student will apply their own “exported” assets to their scene and use the common navigation GameObjects between scenes developed by the team.

You should use ‘UX best practice’ throughout. You should also work collaboratively with your team to discuss menu and navigation options for the final project. As a team, you will build your project to Android or iOS and upload it to itch.io. You will also upload a separate WebGL build.

Your final submission on Blackboard should include;

* UX feedback provided to at least two other projects on Blackboard,
* design specifications,
* storyboards,
* a mood board,
* a link to your itch.io project and
* a link to your teams GitHub files showing at least two weeks of commits and your Sprint plans.

**As there is no exam for this unit, you will be required to submit a series of weekly journals.**

Finally, your team will complete a five-minute presentation on your project. (DO NOT UPLOAD YOUR UNITY FILES TO BLACKBOARD)

**Marking Criteria:**

The rubric for this assessment is available on the MySCU site and will give the criteria for marking.

In addition to UX principles above, functionality, feedback, navigation and team collaboration will also be marked. There are three parts of the marking criteria – the technical competency, group participation and the level of professional UX development shown.

The difference between a “Pass” and higher grades will be based on how much you look at the whole project and development practices, and how well you follow best practices while keep your AR project cohesive and effective.

**Resubmit policy:**

This assessment is not eligible for the resubmit policy.

**Getting Help:**

This assessment, which is to be completed in a small group, is your chance to gain an understanding of the fundamental concepts of UX development and Unity.

It important that you complete all tutorial activities and communicate with your teammates.

Since you are mastering UX and Unity skills, you are permitted to work from the examples in the MySCU site or Unity Learn, but you must acknowledge assistance from other sources or classmates. You must not use online material including online LMS’s or help from others outside the university, as this would prevent you from mastering these concepts.

This diagram will help you understand where you can get help:

**Encouraged Attribution Required**

**Not acceptable Ask tutor**

**Be aware if you do get help from one of the red sources, you are at risk of failing the assessment, or the unit.**