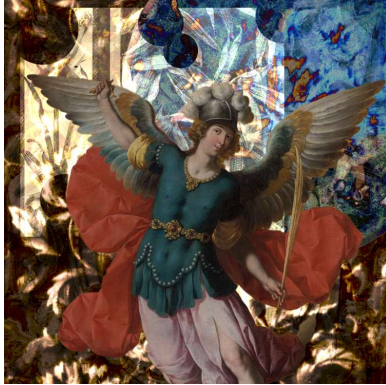


This first week I was working on finding examples of similar projects to get a reference of how people worked with AR to get this done. I found [this](#) reference to how others have done it and implemented that into my first draft of the project. The signs are supposed to pop up when you get close to them and stay shown, but I am having difficulties getting them to work. The images when you tap on them will send you to a link, with the next clue on the site (I have already tested this out, and it works as expected). I worked on the visual assets the most and made sure the base of it worked in aero (in theory, again the proximity trigger does not seem to work for me yet). For next week, I need to finish writing the clues, and measuring hallways to ensure the project works on the scale I want it to. An extra flair I want to add if I end up having time is a starting floor proximity circle, to give the audience an idea of where everything starts. Each of the collages are 7-10 layers, so they took up most of the work time.

I made the first hint also spin when it appears when it shows up, and I might add movement upwards into its position Aswell, but I'm still unsure if it looks good or not. The knot that is in my behaviors is a stand-in for the images, I am still in the process of making them animate





bird: Proximity Enter

bird: Show

bird: Spin

+ Action

+

+

flower: Proximity Enter

flower: Show

+ Action

+

Knot 2: Proximity Enter

Knot 2: Show

+ Action

+

bird: Tap

Open URL

+ Action

+

Scene: Start

Knot 2: Hide

+ Action

bird: Hide

flower: Hide

+

x