

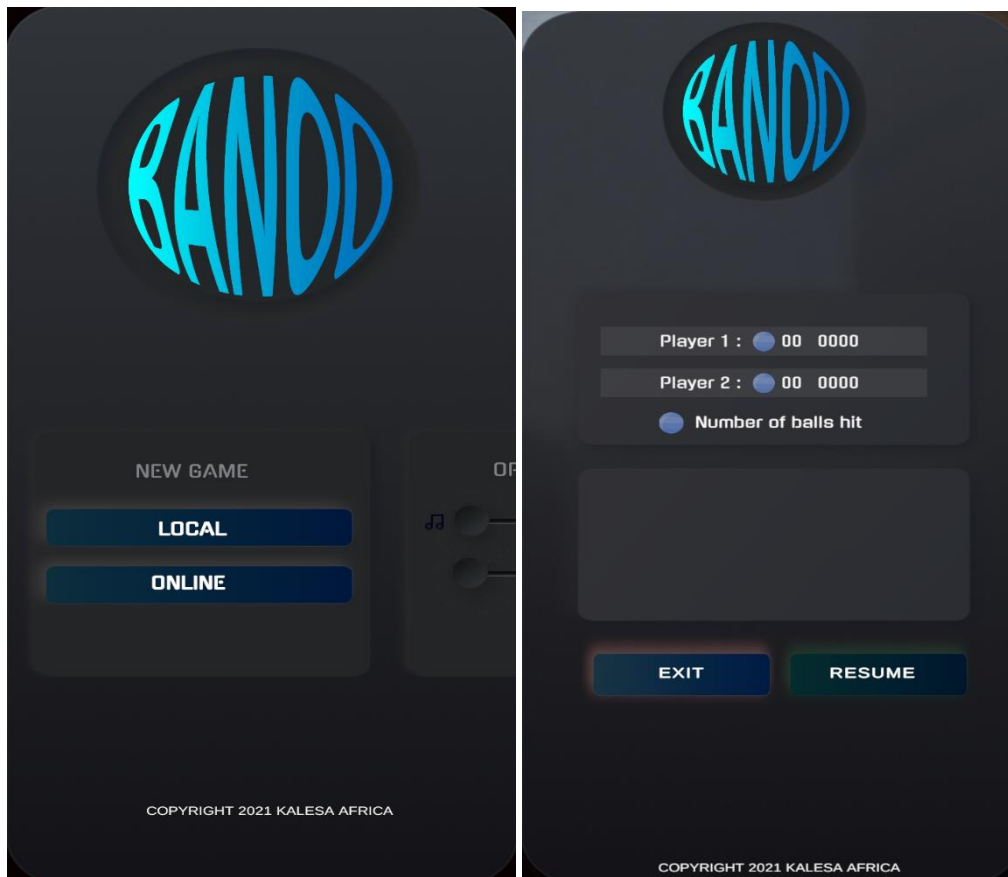
MARBLES BANOO

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Banoo is designed to be an Augmented reality version of the classic childhood game “Marbles” commonly referred to as Banoo in the streets of Kenya

The main menu uses a neumorphism design for the UI and the in-Game UI takes a simplistic approach.



The Pause Menu also uses a neumorphism design with the camera in the background

The main game involves aiming the hole and hitting your opponents after making a pit



The game is designed entirely using Unity and Blender. Upon completion, it is set to be available for download on Android devices, limited support to ARCore supported devices ([ARCore supported devices](#) | [Google Developers](#)). As per the latest build, the game occupies 102MB of space.

Thank you for your interest and continued support, I am looking forward to a live demo of this application.

The above screenshots were taken on a NOKIA 3.4 running Android version 11.