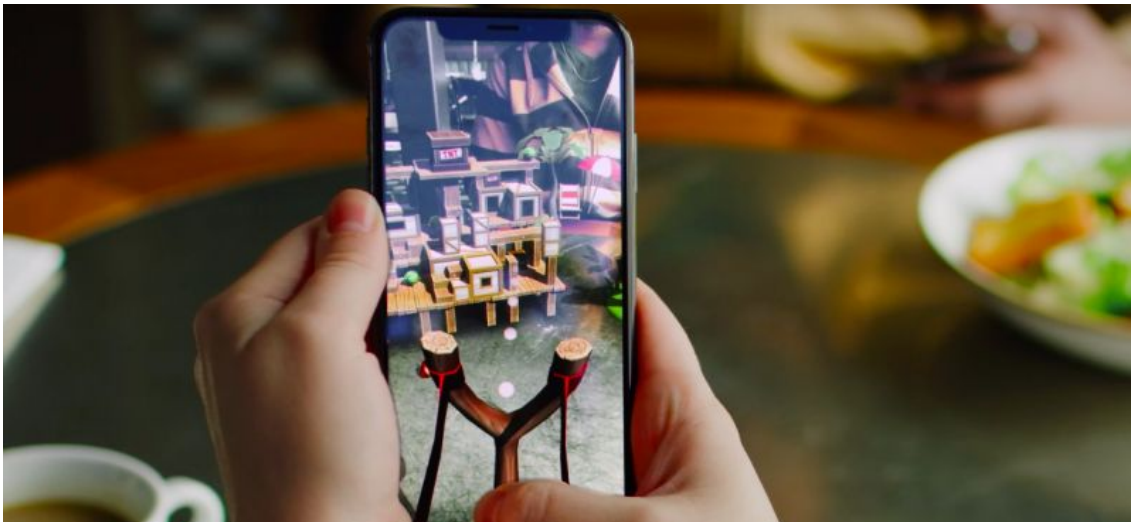
**Important dates**

- **Day before midterm exam:** presentation / **prototype** of the idea of your game/app.
- **Last day of class:** Submission / presentation / live demo of your **final** game/app.

**Submission instructions**

- **For both dates, prepare a few slides** with your idea, and some **video / live demonstration** (optional for the prototype, although desirable).
- To submit the exercise, create a zip file named **"student_names.zip"** containing a folder with your Unity project and your slides / demonstration video. Upload the file to the **"Final Project"** folder.
- **No submissions will be accepted after the final deadline.**



**Statement**

The goal of this project is to develop the best mini AR video game / application that you can by using Unity and Vuforia. The topic is free. The necessary components the game / application should present are the following:

- Detection of different markers (at least 2) at once.
- 2D/3D models (with or without animations) are displayed with the markers, or the markers modify the behaviour of virtual models.
- If you are implementing a game, it must be playable somehow!
- If you are implementing some other kind of application, make it interesting (just displaying models on top of a target image is not very challenging).
- Originality will be rewarded with a higher mark!

Besides that, you can include all the features that you consider to improve your game (sound, puzzles, etc). You can use sprites or 3D models from the Unity Asset Store or download them from other websites.