AR Chess

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Unity Ver.	2018.3.5f1
ARcore Ver.	1.12.0

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1.Dependencies

This package needs one main package that is called ARcore:

https://github.com/google-ar/arcore-unity-sdk/releases

Remember to enable ARcore in the XR settings.
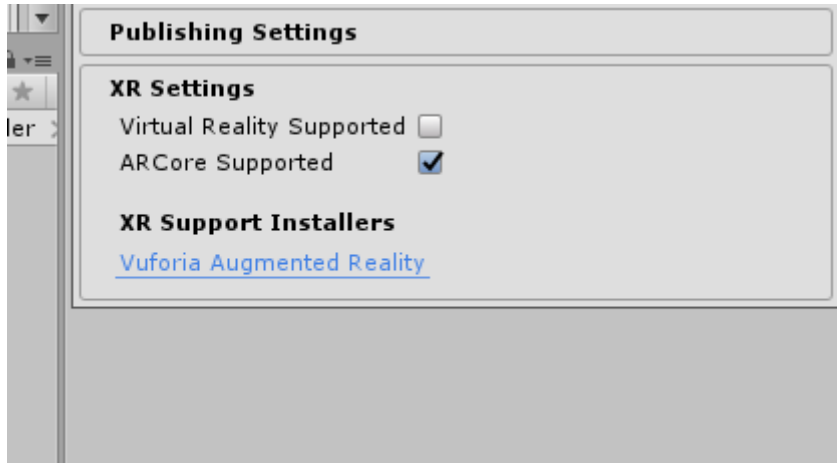
It also includes the 2d/3d chess package:

https://assetstore.unity.com/packages/3d/2d-3d-chess-pack-93915

2.Description of the package.

This package allows the developer to create a full operational CHESS GAME using Augmented Reality (AR). Pieces can be moved and turns is managed by the application. Capturing pieces and check is also detected using raycasting and colliders.

Follow this process to make the package work:

1. Import ARCore sdk for unity.

2. Set the XR support to ARCore in player settings

3. Export to Android.

4. Search for planes

5. Touch the screen to instantiate the game.

6. Move pieces by selecting them.

Download ARcore from:

Full support pre-sales and post-sales at michael.soler.beatty@gmail.com. From cardboard buddies we pretend to give the best customer service, so we are available 24/7 for all doubts, errors in code development and potential modifications.
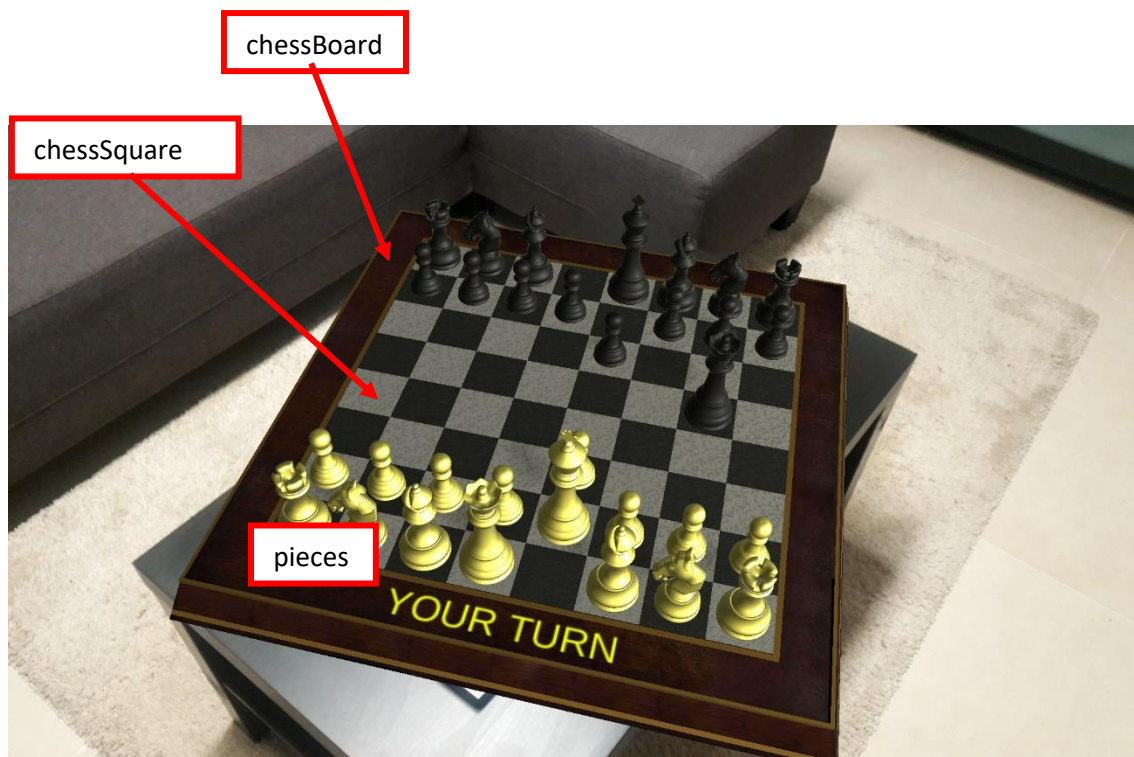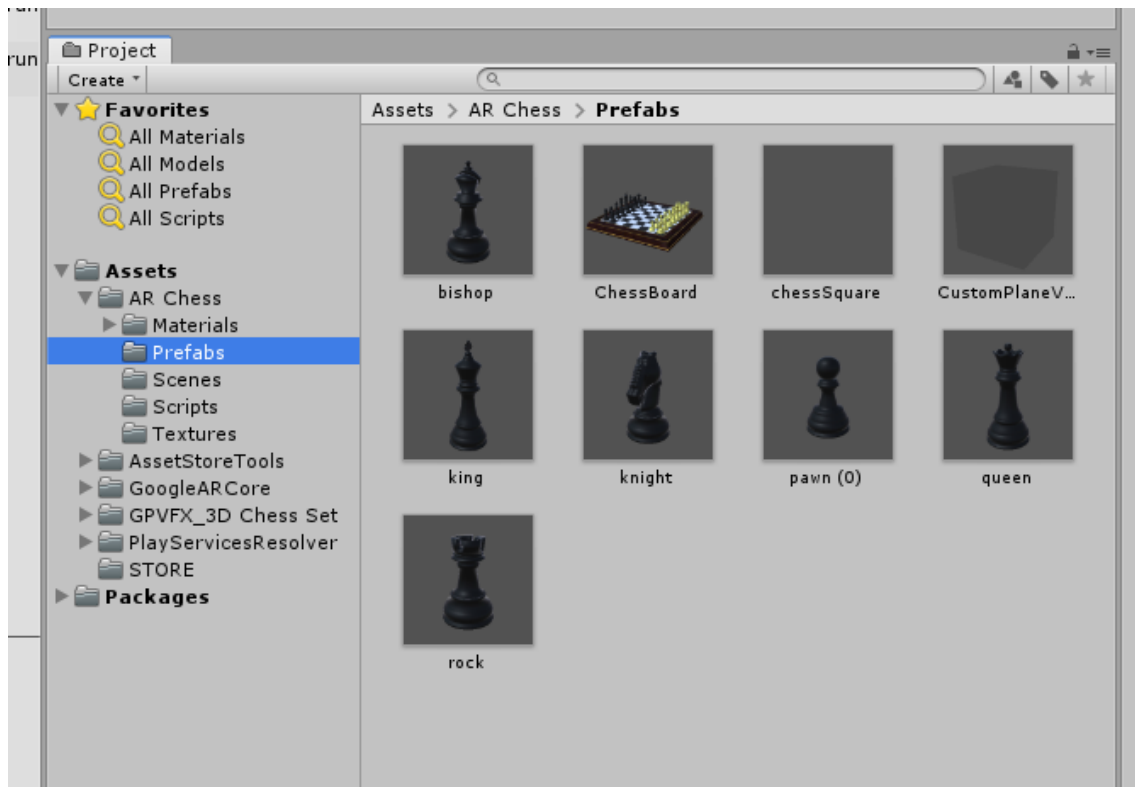
3.Tags and other considerations
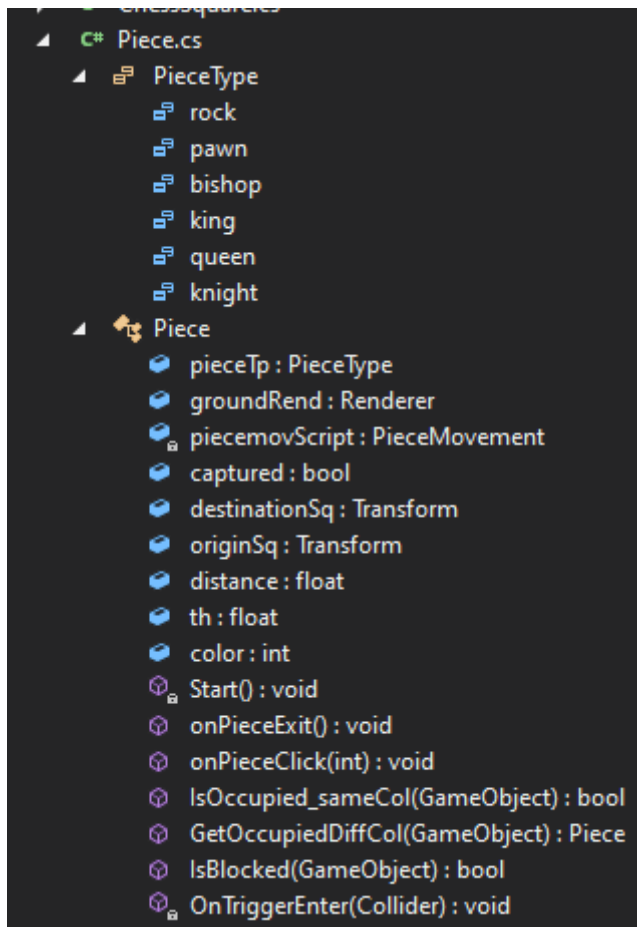
These are the tags you must have in your project:
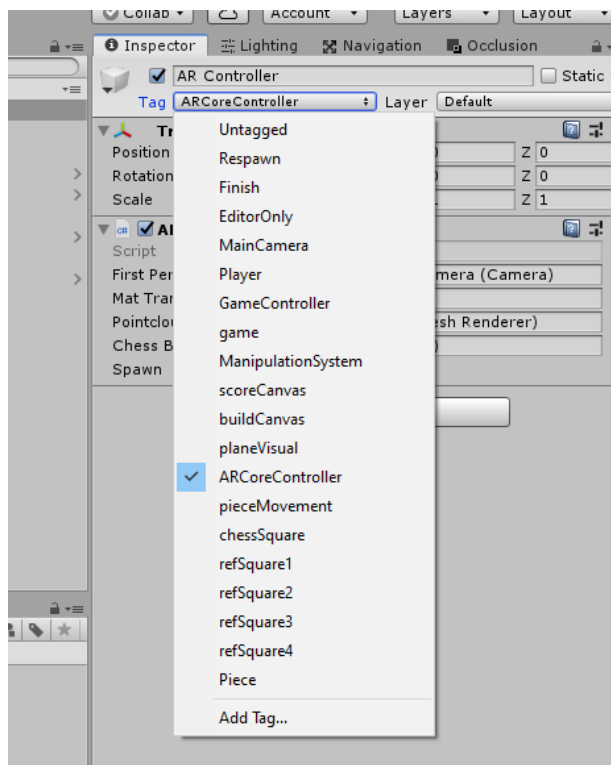
4.Prefabs

The prefabs consist on the following gameobjects:

chessBoard

chessSquare

pieces

YOUR TURN

5.Scripting

The main scripts is the one that manages the Pieces:

```
▲  C#  Piece.cs
   ▲  ⬛ PieceType
         ⬛ rock
         ⬛ pawn
         ⬛ bishop
         ⬛ king
         ⬛ queen
         ⬛ knight
   ▲  🔷 Piece
         ● pieceTp : PieceType
         ● groundRend : Renderer
         ●ₐ piecemovScript : PieceMovement
         ● captured : bool
         ● destinationSq : Transform
         ● originSq : Transform
         ● distance : float
         ● th : float
         ● color : int
         ◍ₐ Start() : void
         ◍ onPieceExit() : void
         ◍ onPieceClick(int) : void
         ◍ IsOccupied_sameCol(GameObject) : bool
         ◍ GetOccupiedDiffCol(GameObject) : Piece
         ◍ IsBlocked(GameObject) : bool
         ◍ₐ OnTriggerEnter(Collider) : void
```

6.VIDEO TUTORIAL

We intend to give our customer the best service. To this aim, we upload tutorial videos of the asset:

https://www.youtube.com/watch?v=ED-ERdKBYH4&feature=youtu.be