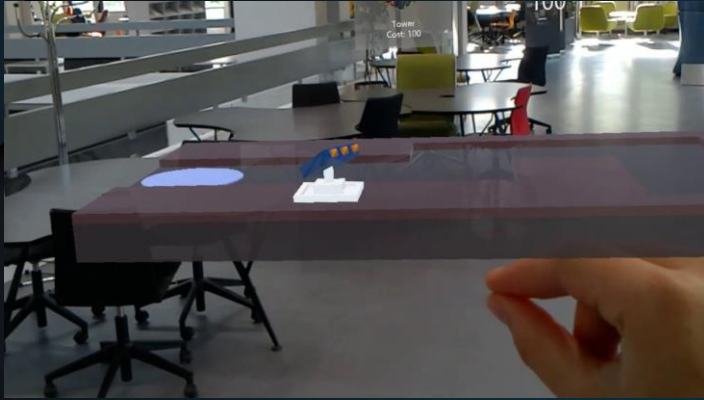


TowAR Defense



A tower defense-inspired game reimaged in augmented reality (AR) for the Microsoft HoloLens, designed to challenge players to defend their base from waves of attacking spiders.

- **AR Integration:** Utilized HoloLens spatial mapping to allow players to place the game board on any surface and engage in immersive gameplay.
- **Interactive Gameplay:** Players manually place defensive towers, enhancing user engagement through hand-tracking and spatial interaction.
- **3D Modeling and Animation:** Designed and created all 3D models and animations using Blender, contributing to the game's visual experience and dynamic gameplay.
- **Immersive AR Experience:** Fully tailored to take advantage of AR technology, with an emphasis on real-world interaction and spatial awareness.

Skills/Tools: HoloLens, Unity, AR Development, Blender, 3D Modeling, Animation.

