Tower Climb is a mobile game that makes use of augmented reality through Unity and Droidcam. As shown in the video clips, the game works by loading levels when the camera detects the pre-set trackable image. I worked mostly on the scene design and augmented reality support while providing minor assistance to the other scripts and code for the player movement.

The video files for the AR mobile game project are unfortunately too big for Github, so I’ve attached a link to them in my google drive.

<https://drive.google.com/file/d/11g4QLTO4BFYAKBENJq0HrRqDwzCn3Y0N/view?usp=sharing>

<https://drive.google.com/file/d/1EJ0VNwoXgrFzTlOHH3UHmqVZQLKdnElB/view?usp=sharing>

<https://drive.google.com/file/d/1s6oLyWNUIXaWURqk57k1cUUQ0MqzUXvy/view?usp=sharing>