A 2D AR GAME IS CREATED USING UNITY WHERE AN OBJECT.

THE YELLOW OBJECT IS THE PLAYER AND THE GREEN OBJECT IS THE GROUND.

THE PLAYER RUNS OVER THE GROUD AND ON TAPPING IT JUMPS.IF THE USER FAILS TO TAP ON ENCOUNTERING A SPACE THEN THE GAME GETS OVER.THE GAME GOES ON UNTIL THE PLAYER IS ON THE GROUND.

