**Developer Diary**

***9th February 2018***

*17:00*

Started development with having a look through scripts that are inside ARKit unity plugin. No testing or changing code was done as of yet, just looking to through the scripts to get familiar with them and how they operate.

The goal for today was to start research and comparing more games which were implemented in AR, that use environment around player to work – how is UX designed in those games. VR games are to be considered too.

20:55

AR game titles have been looked at, where features and gameplay can be relevant to my project idea. Found out that at the moment there are not many titles that have relevant game mechanic, design that my project is focused on (world spawning around the player). Games looked at have minimalistic UI, have to figure out a clever way to minimalize UI in the game.

Would be helpful to look at some VR games, to find out how they indicate information around the player.

***10th February 2018***

*15:15*

Had some issues uploading files to GitHub, where progress from today was deleted and had to start from beginning. I have done what was recommended to me, creating a prototype which tests tracking of world even when the spawning location is not in camera view.

This was implemented using detecting horizontal plane, as it will work with any user input, however I thought of implementing some kind of board game into this game and having horizontal plane to have as a starting point sounds like a good idea.

Game involves having a cube in the spawn location which is initiated by the player, and then based on that location spawning two spheres, which have different locations. Player can easily view them and look at them without looking at the spawning location and it tracks very well. No issues.

There was a bit of learning required to get used to the code and how it would operate. After I got familiar with the code and how it operates, I didn’t run into any other issues.