Hit the Corn

A simple iOS AR game implemented with SwiftUI, RealityKit and ARKit similar to Whac-A-Mole game.

Introduction

1. Open the App
2. Scan your surrounding area with coaching overlay
3. Hit the corn as they are emerging from the ground and have fun!

Compile

1. Open this project with XCode on MacOS
2. Pick a physical device as build target since AR app can only be tested on a real device
3. Enable developer mode on your device
4. Build and run

Useful links

https://developer.apple.com/documentation/xcode/running-your-app-in-simulator-or-on-a-device

https://developer.apple.com/documentation/xcode/enabling-developer-mode-on-a-device