

# Cipher Project Usage Instructions

## Scenes

There's two Scenes in the Project and both are important for usage.

For one there's the Phone AR Scene which is supposed to be in the phone build and contains the AR functionality.

Then there's the Cipher scene which is there to simulate the Cipher, we settled on a simple simulation where you can scan your screen with the phone because we do not have the resources or capability to make a physical Cipher, and we're pretty satisfied with the Cipher.

## Cipher Simulation

How to use the Cipher scene:

There's three important Objects in the Scene:

- The Cipher Prefab
- The Book Front Plane
- The Book Back Plane

IMPORTANT: The Camera is set up so that the Markers in view are maximised, this is done so that in preview mode you can easily turn on/off the prefabs to show them to the camera.

How to turn the Dials:

There's a custom Editor script for the Cipher which has exposed buttons that let you turn the individual dials step by step.s