AR/VR Worshop: Tap Mole AR

It **V**irtually **R**uns!

AR/VR Worshop: Tap Mole AR

Language: C#

> ⚠ **Your repository must contain all of your source files but NO useless files.**

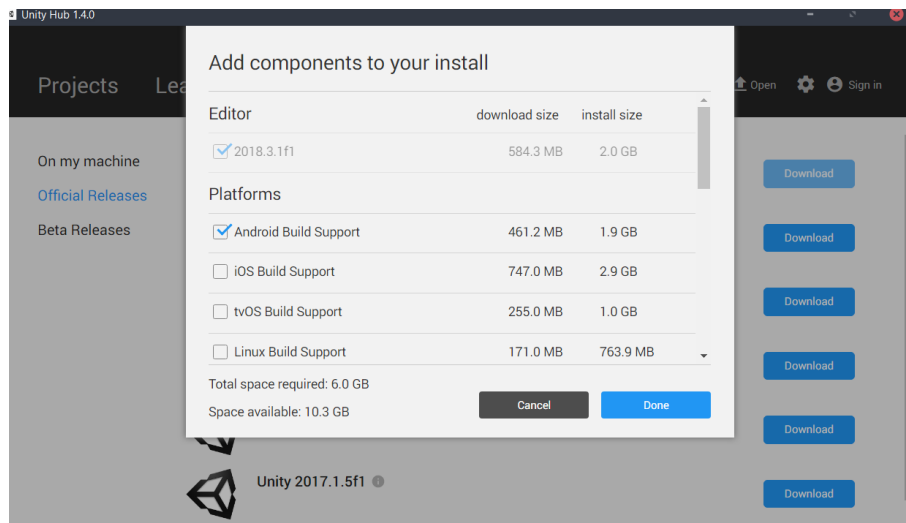No, you won't find long and useless pages here. Let's begin exercise #1.

Exercise 00: Installation

Download Unity Hub : https://store.unity.com/download
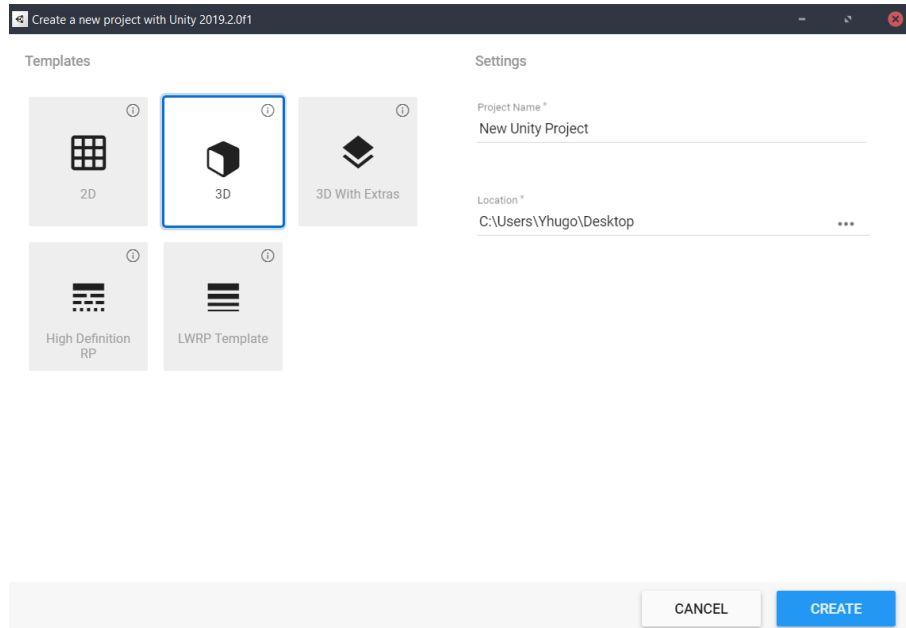Dowload Unity 2019.x or after with android package (on unity hub)
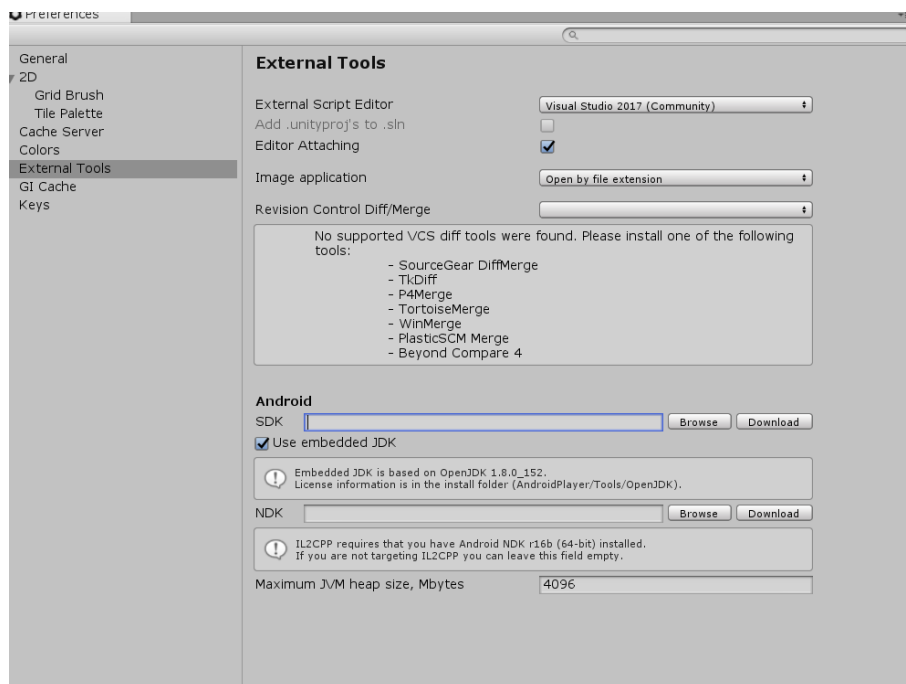

Dowload android studio if it's not installed

⚠ **Watch out where you install Android SDK**

Create a unity project in unity hub with a "3D" template

Link Android sdk with unity: Go to edit->preference->external tool and set android sdk path

Set up the project setting for build an android project Switch the build setting to Android
Got to window -> packageManager and install:

- AR Foundation 2.1.1

- AR SubSystems 2.1.0

- ARCore XR plugin 2.1.1

Go back to the build setting and Set the player setting to :

- Other setting :

  – Package name to com.poc.ARVRWorkshop
  – Minimum API level to 24
  – Target API level to your phone
  – delete Vulkan in graphic API
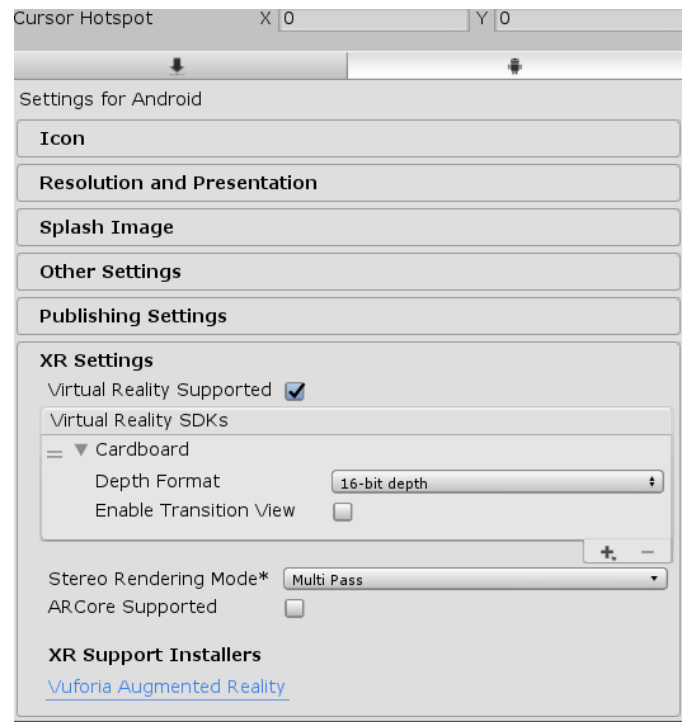
Exercise 01: Scene Set up

Create a new scene name "AR Scene" do the basic set up of an AR Foundation scene and build the scene on your phone

> ⚠ **May be you could found something on the AR Foundation Documentation**

Exercise 02: Plane tracking

Create a Standard Plane tracking for AR Foundation

Exercise 03: Instantiate mole

Create prefab name mole and instantiate automatically mole on the planes mole prefab has :

- A specific layer name "Mole"
- Mesh Render with a capsule mesh
- Capsule Colider

> ⚠ **You can found everay plane in the plane tracker manager**

Exercise 04: Kill the'm mole

Destruct the mole when the user touch it on the phone screen

> ⚠ **Go to unity Documentation and look something about the Ray Cast**

Exercise 05: Score

Add a score board UI
when you kill a mole add one point to this score board

Exercise 06: Animated tap mole

Make the mole appear and desapear after some time using animation and animation manager

> ⚠ **Go to unity Documentation and look something about the Animator**