

Used materials with modifications:

Flashcard:

- Unity Asset Store: I have used 3D Animal Packages, 3D Food packages, 3D Fruit Packages
- Images in the project: I have used the open source images for flashcard from various search engines like Google are, Pinterest, etc.

Modification: Incorporated in android application so that when user hover any image the respective 3D object will pop up.

I have created a loading screen which will load the scenes in background

Main Menu Settings with Play, Draw, Memory Game, Quit options

I have created all the cards images back and front in Memory Game screen using Adobe Photoshop

I have created all C# scripts with the help of MS Mixed-Reality Documentation to draw on the screen, to match the flashcards, loader, congratulation screen, AR 3D view of objects.

Forest View:

- Unity Asset Store: I have used the 3D forest landscapes, 3D mushroom, 3D bushes, 3D trees, D bridges, 3D tiger, 3D cat, 3D butterfly.
- Audio: I have used forest night sound clip from the openly available sources.

Modification: All these packages are combined and modified so that user can get Forest view. Animals have been animated to get the realistic view. Audio of forest and animals have been added too.

Shape Collection View:

- Microsoft Hologram Academy: I have used the origami collection zip file, which already has the prefab like lights, spheres, stage, cursor and ambience.
- **Modification:** I have incorporated these available assets with some interaction like dragging, moving, dropping the shapes.