🎯 Assignment Title:

"AR Placement App for Android"

📌 Objective

Build a minimal AR app that lets the user:

1. Select a **drill** from a list on the UI

2. Tap on the ground (detected plane) to **place the drill marker (object)** in AR

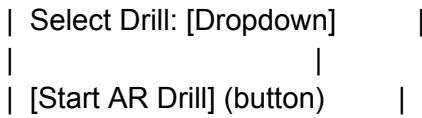# 🧱 Core Features to Implement

1. Basic UI – Drill Selector

- A simple page or overlay with:

  - Dropdown or list of 2–3 "drills" (e.g., Drill 1, Drill 2, Drill 3)
  - Open Drill specific page, with Dummy Data with display image, description and tips sections

  - Button: `Start AR Drill`

2. AR Scene – Tap to Place Drill Object

- Once drill is selected and AR starts:

  - Detect horizontal plane (floor)

  - On tap, place a **3D object** (can be a colored cube or cone) representing the drill

  - Only allow **one object placed at a time** (optional)

🖼️ UI Flow Overview

Page 1 – Drill Selection

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|  Select Drill: [Dropdown]        |
|                                  |
|  [Start AR Drill] (button)       |
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```

Page 2 – AR View

[Live camera feed with plane detection]

Instructions:
"Tap on ground to place drill marker"

(When tapped → place a small cone or cube on tap location)

💡 Implementation Tips

- Use **ARCore (Android)**

- 3D object can be a simple **colored cube or cone**

- Mock 2-3 drill names for selection (you don't need real models)

📁 Expected Output

- Working mobile app or APK file

- Code (shared via GitHub or ZIP)

- Short README on how to run