# Noah Bellemare AG231 AR Concept Document

For my AR project, I will be making a small “tower defense” game using AR Foundation and technology similar to the “place content at point” to place a gameplay “board” on a tabletop that has been surface-scanned using AR Foundation. The player will be able to move around to place defensive turrets around their central tower using currency gained by killing enemies. All the while, waves of enemies endlessly assault the tower. Movement range is short, primarily moving around the table of play, re-orienting to see approaching enemies or place turrets. Player can also tap on screen to destroy enemies as a “default weapon”.

Assets used:

[Unity Store Free Asset: Goblin Robber by GrigoriyArx (for enemies)](https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/goblin-robber-66959#description)

[WCE - Turret by Piflik (for placeable turrets)](https://assetstore.unity.com/packages/3d/props/weapons/wce-turret-5737)

[Castle Supply LITE by Aquarius Max (for the "tower" in tower defense)](https://assetstore.unity.com/packages/3d/environments/fantasy/castle-supply-lite-23699)

[PBR Ground Materials #1 by John's Junkyard Assets (for ground textures)](https://assetstore.unity.com/packages/2d/textures-materials/floors/pbr-ground-materials-1-dirt-grass-85402)