

Final Project Proposal

1 The name of your project and the names of your team members

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2 A short description of your project.

Our project is an AR application that will be built using the Unity game engine. In the project, the user will be guided on how to deal with heart attacks, drug overdoses, drug-induced psychosis, and snake bites. The background of this application revolves around a man named Jeff who is visiting the Burning Man festival.

3 A list of the technical features you plan to implement

Selection - Raycasting
Manipulation - Raycasting + InputStateProperties
Wayfinding - Arrow + Local coordinates
Travel - Touch Controllers + InputStateProperties
System Control - 3D menu
Symbolic Input - Virtual keyboard

4 An overview of the creative aspects of your project

The creative aspect of this project is how we will use a minigame to show the user how to perform CPR. Another creative aspect is the use of highlighting objects using image tracking in AR. The design of our 3D menus and their overall layout showcases our creative UI skills. Lastly, the way we incorporate all of the technical features demonstrates our creativity as VR developers using Unity.