**TEAM A ROLES**

P.S. --> AR for Cultural Heritage Preservation

1. **Unity/AR** → handles Unity + AR Foundation, plane detection, model placement, APK build.
2. **3D Assets Person**→ downloads free 3D heritage models, optimizes (compress, reduce poly count, textures).  
   **\*Should know Blender or 3D stuff.**
3. **Backend/Cloud Guy** → sets up Firebase (or GitHub for static hosting) for models, audio narrations, metadata.
4. **UI/Content Creator** → creates historical text/audio content, simple menus in Unity, navigation between heritage sites.
5. **Integrator/Tester** → merges everything, tests APK on phone, fixes bugs.

**STARTING WITH THE WORKFLOW-**

1. **Importing Assets:** Downloading and optimizing the 3D models of the sites as per our use (Use Blender for optimization and Improvs.)
2. **Unity AR Setup:** Importing the 3D models in Unity and placing accordingly to finish the complete site. (User selects site, model spawns) This spawned model is what we create here.
3. **DB & Cloud Hosting:** Uploading the models and data. **Using GIT** or **FireBase** (audio descriptions, text, labels etc.)
4. **Integration:** Simple UI to fetch JSON files from Database (UI From Unity Canvas, Requests from UnityWebRequests).
5. **APK Optimization and Testing:** Making sure each model is within 30Mb. (\*enable cache downloads\*)

**TASK DIVISIONS-**