**AirHockey Project Analysis**

**The Objects:**

Background:

-Background like a Hockey Stadium

Wall:

-A Wall around the Hockey Stadium

Puck:

-Circular Shape

Player:

-Circular Shape

**Physics:**

Background:

-no physics

Wall:

-not movable, not controllable, 100% resistance

Puck:

-movable, not Controllable, 0 friction, 0 Gravity

Player:

-movable, controllable

**Apply Physics to the game:**

-Create Rigidbody 2d in the Inspector for every object

-Apply Rigidbody in the C# Code to the Object

**Game Logic:**

-Score Counting Systems

-Score Counting animations

**AR Card Recognition:**

* Import the Vuforia extension and create AR camera
* Use Image targets to track the AR objects

**AR Animations:**

* Vuforia and C# scripts to create game logic
* Make use of 3D asserts