

**WHAT IS THE MOST  
IMPORTANT THING IN  
YOUR BODY?**

# EYE CHECK

“AR-Based visual eye test”

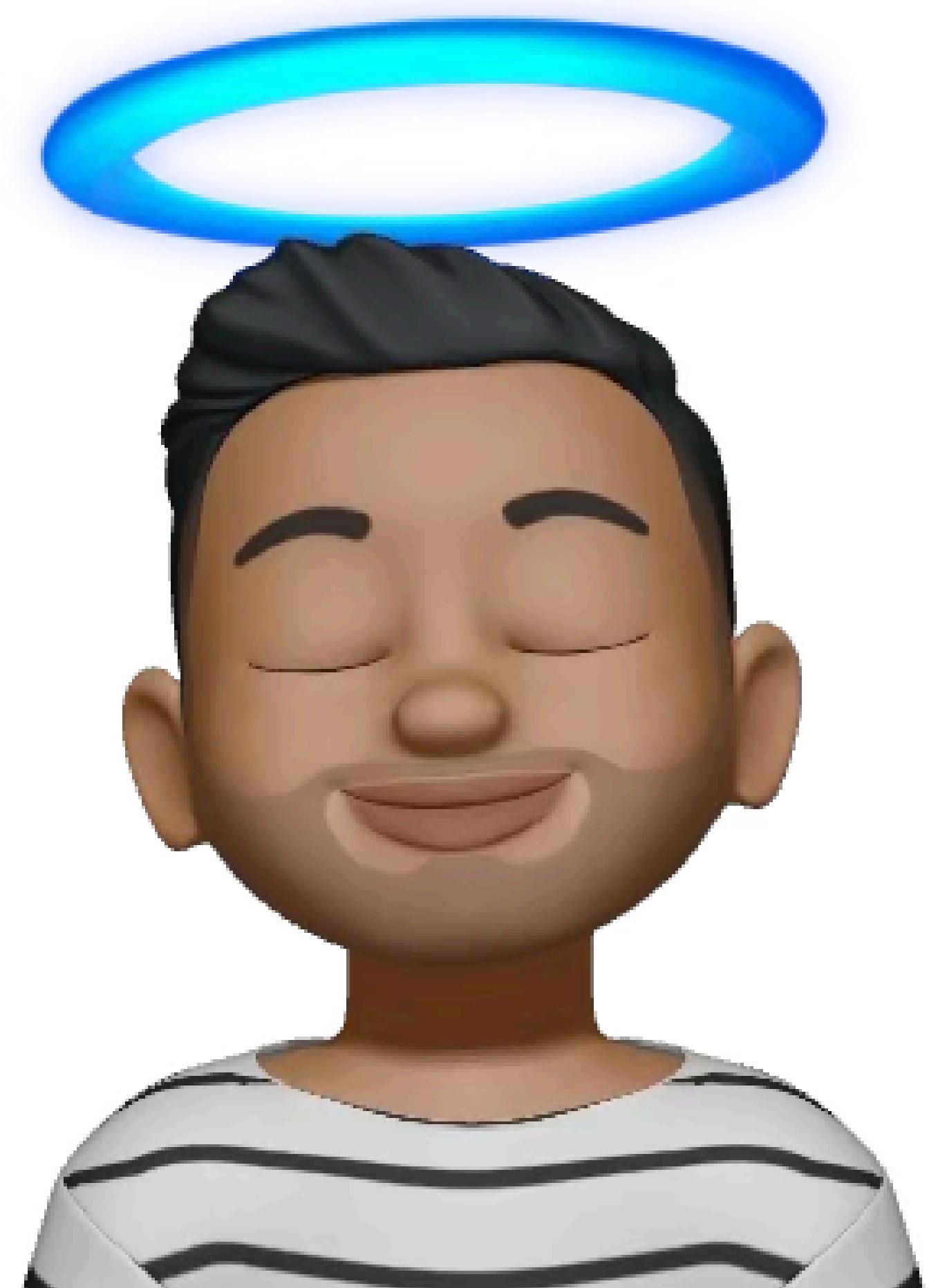


## **Problem (Learning)**

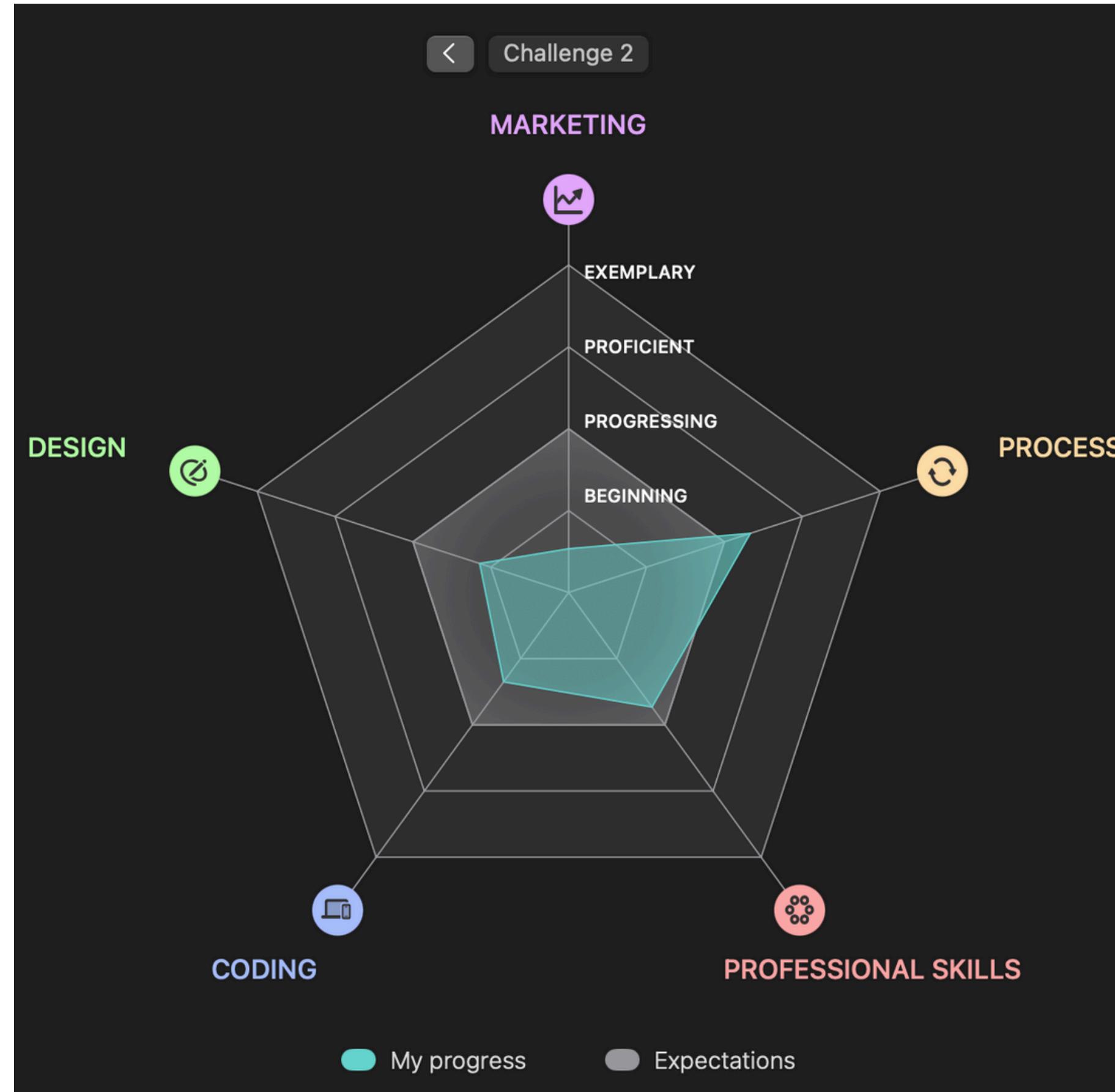
- Before this challenge, I had never used ARKit / RealityKit.
- I didn't know how to combine AR, Vision and SwiftUI in one app.

## **Solution (How I learned)**

- I studied Apple docs, WWDC videos and tutorials about ARKit / RealityKit and CoreML.
- I deconstructed existing apps (Measure, eye test apps, Health) to understand their structure.



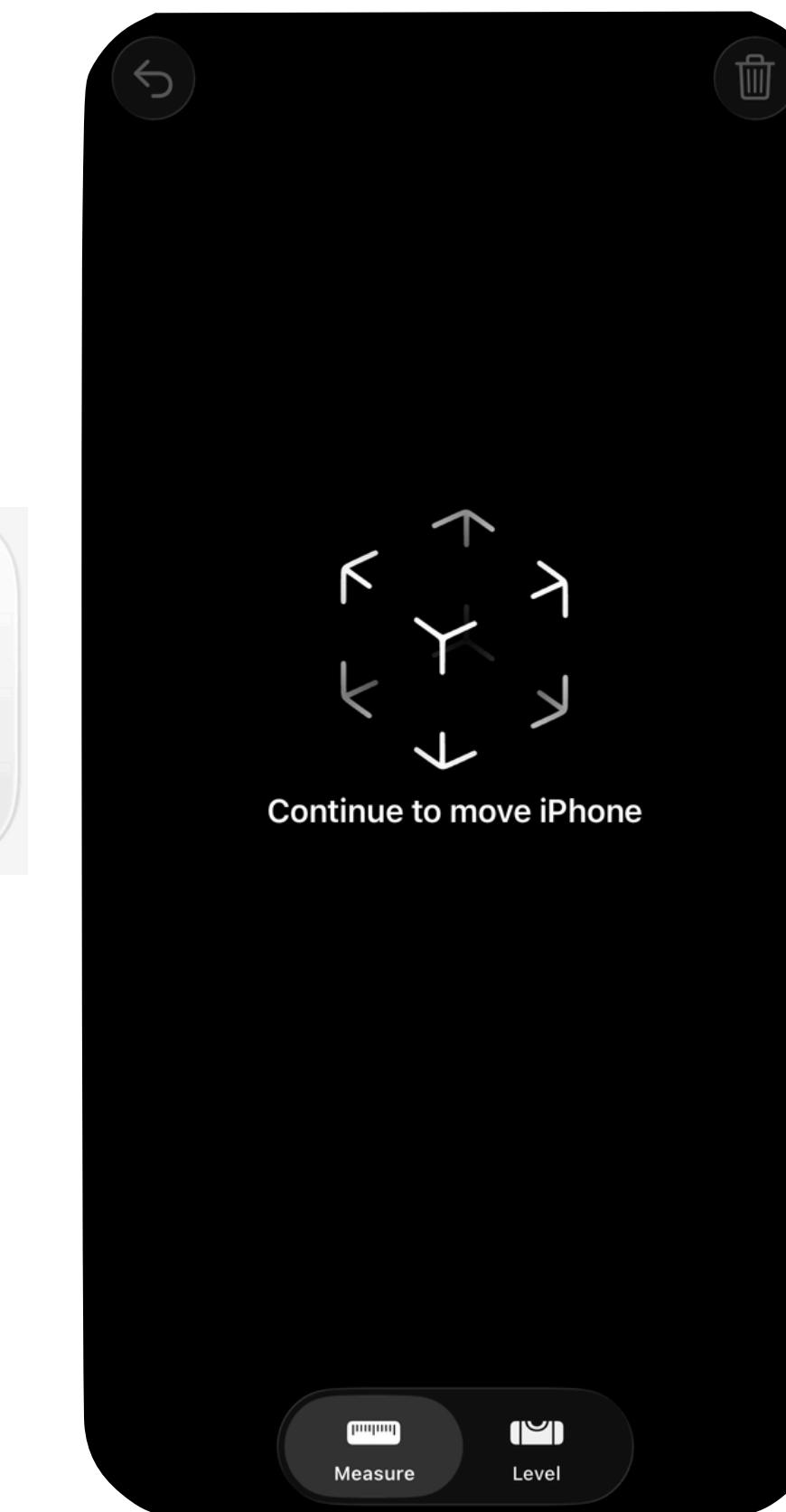
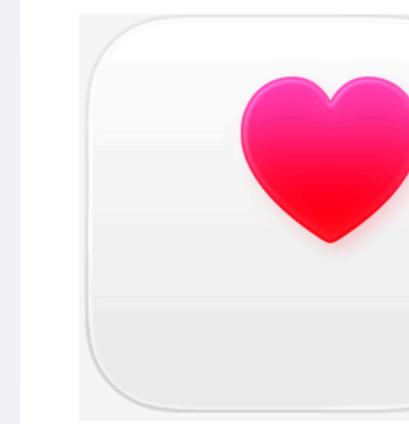
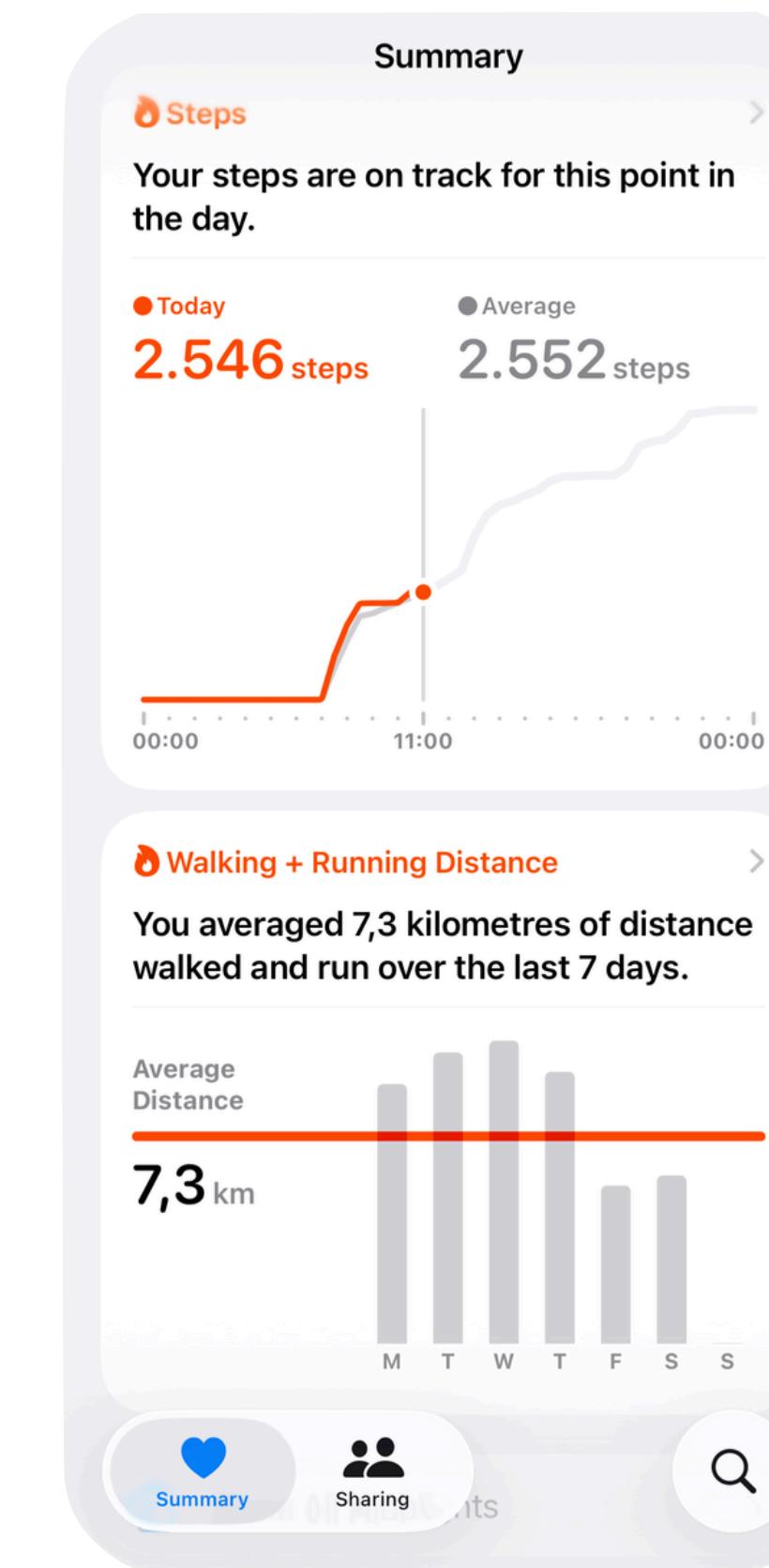
# LEARNING GOALS



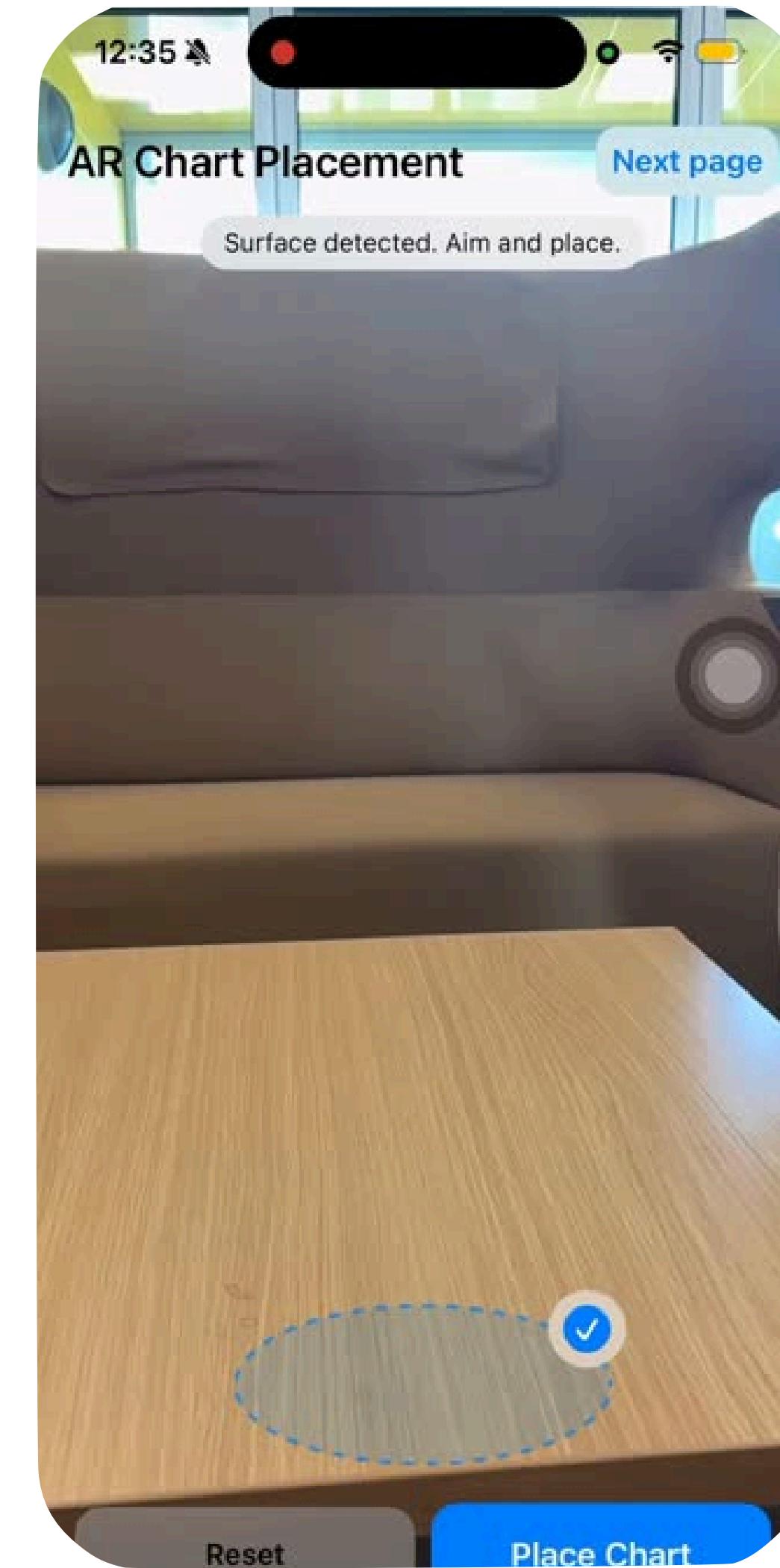
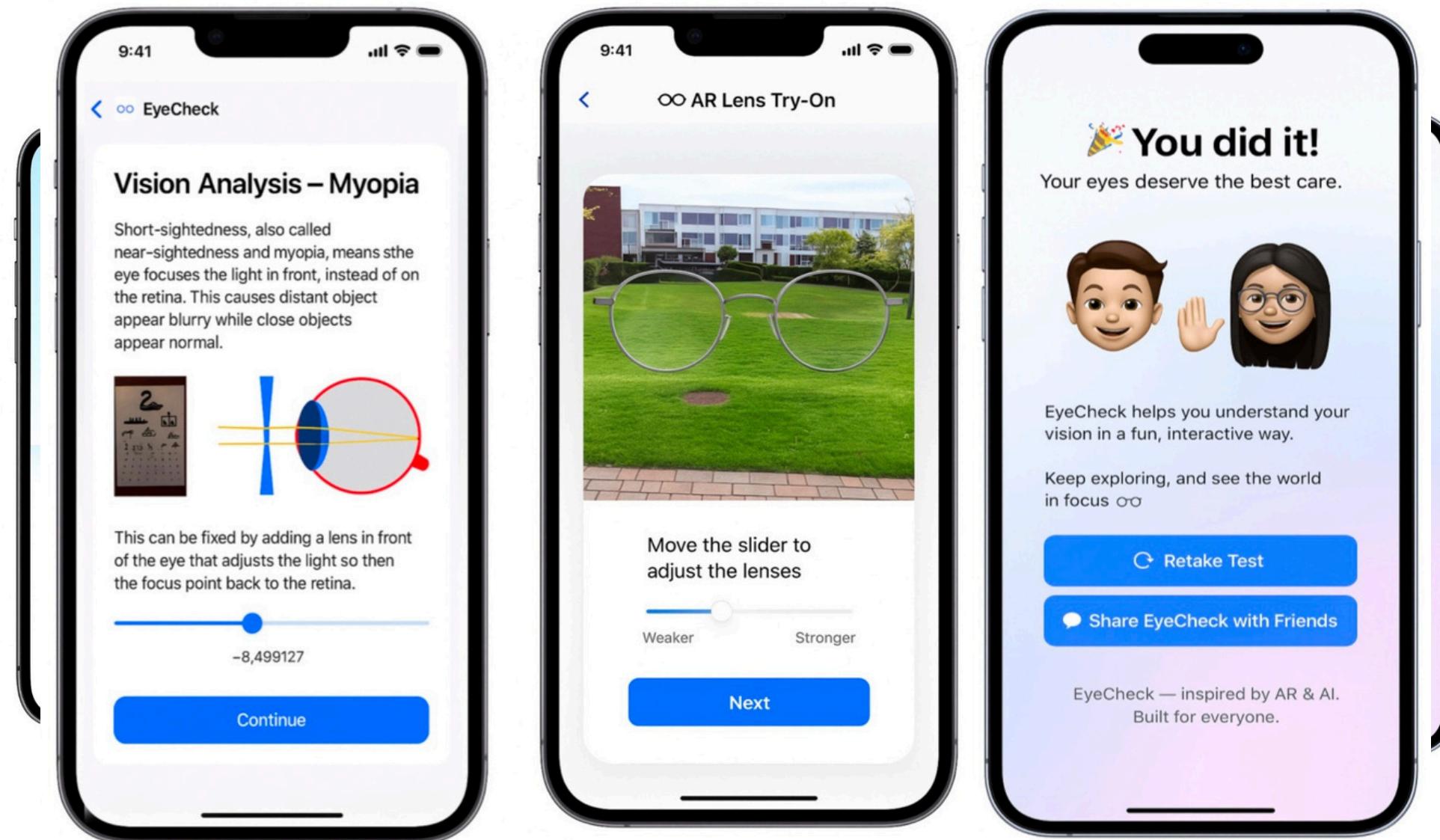
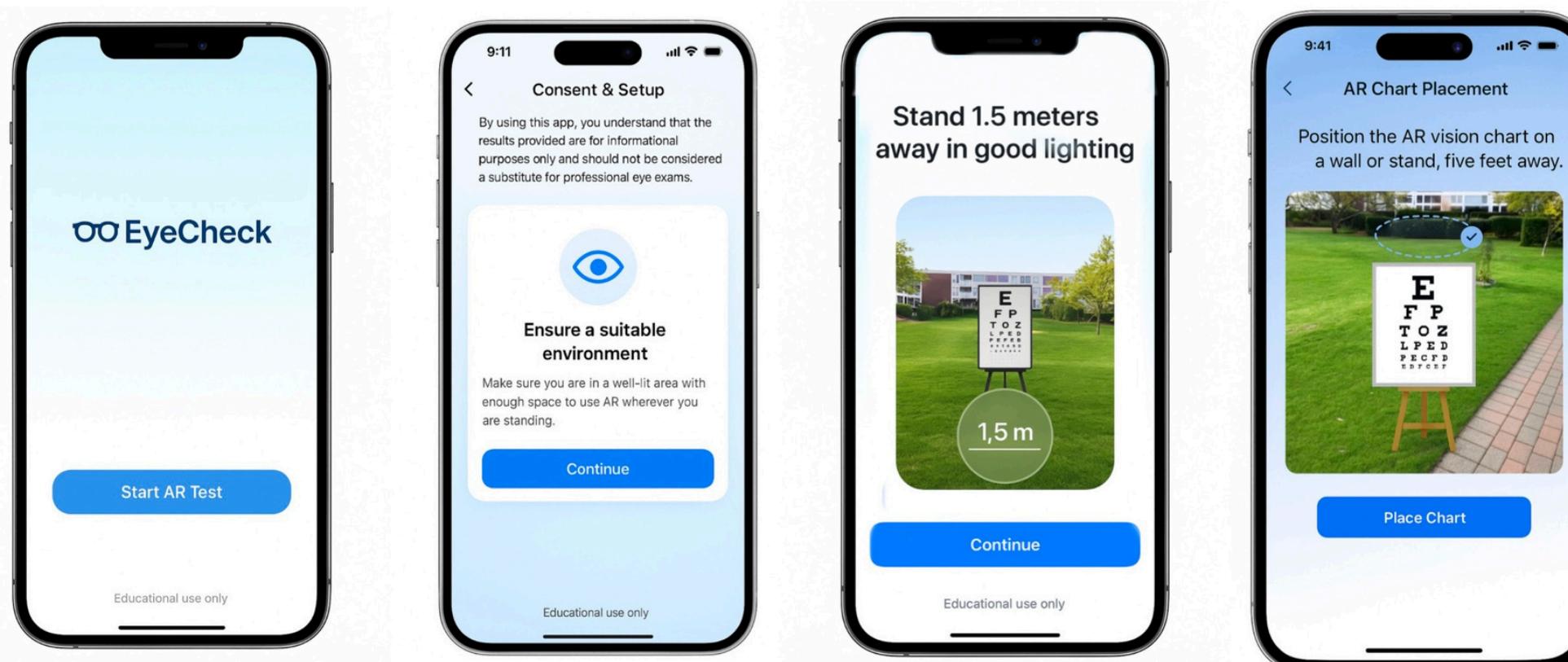
- Learn RealityKit / ARKit basics
- Combine SwiftUI + AR
- Design a simple health-style UI
- Work more independently on a full feature

# Selected & Deconstructed Apps

- Apple Measure - AR plane detection and distance, simple AR onboarding
- Eye test apps - vision chart layout and step-by-step test flow
- Apple Health - clear health explanations and clean, calm UI



# SCREENS + FEATURES



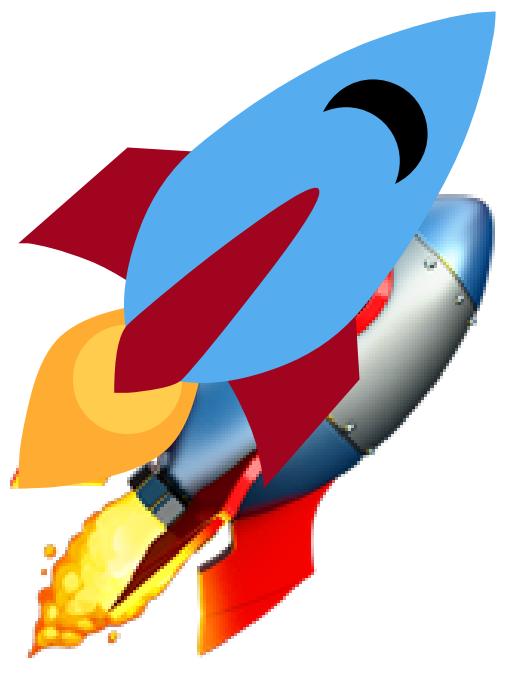
# KEY LEARNING

- Learned how to place and measure objects in AR using RealityKit / ARKit
- Learned how to design simple AR tools and flows
- Understood how important clear instructions and simple UI are in healthcare apps





**GITHUB REPOSITORY**



# NEXT STEPS

- Add eye exercises
- Add color blindness test
- Improve AR accuracy
- Work with an eye-care professional