**Augmented Reality Project**

**TITLE**

An AR Labyrinth Game Application deployed in iOS Architecture.

**INTRODUCTION/MOTIVATION**

I plan to build a mobile application where user can solve labyrinth mazes by hovering mobile phone over the maze. This will render the labyrinth into a 3D structure and add a ball to the space. The user can then rotate the labyrinth image to move the ball and find the correct path.

**APPRAOCH**

In order to build the mobile application, I will use Unity, Vuforia and ARKit to build the model. The app will be tested by running the application using different labyrinths and checking proper rendering and movement of the ball.

**EXPECTED OUTCOME**

The observations and results will be documented in the report in the form of video and image demonstration links. However, the main outcome for the project will be to convert any labyrinth structure into a 3D Model and render a ball to play the game.

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