DRONE INVADERS  
project for Augmented Reality

Group number: 4

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# **Explanation of what you are building:**

Welcome we are Ambrož Luin in Chris Godnič from group 4. We decided to build application in unity engine we called it Drone Invaders.

On this slide u can see the first prototype picture of ower game play. Our game is going to be about shooting all of the drones, which are randomly spawned in our room. We can see them using our android phone camera and then we have to locate them and shot the down using our laser gun. So the Game goal is to destroy all the enemies around us.

For this project we are planning to use Unity game engine the Vufora for making Augmented reality experience. To describe objects behavior we will use C# coding language. This way we would be able to create some basics scripts and apply some movement, physics, rotations etc. To make objects look better we won’t just create basic textures and materials, but we plan to get some pre created objects from the unity asset store. The final application will be build for android, so Android SDK could come in handy.

We are in development phase of the game, but we already have ran into some problems like, setup with unity and Vuforia. Using git to commit larger files. Programing Lasser shoting for Destroying enemies. Also some difficulties with making UI and getting attributes from private scripts, because we didn’t want to use static variables and functions.

We actually started working on flappy bird Augmented reality game. But at the end we figured out that the idea is over used. And that’s why we decided to build some kind of different game using the experience and knowledge from creating flappy bird. We started working on one computer working with discord screen share so we solved many problems together and make lot of improvements. But for the Drone Invaders we started git repository so we did some things more separately. Here is the video of our first game just not to throw away all of our first project used time.

That’s all from us. Thank u for your attention and stay healthy!

# **Describe your role in the project:**

# **Describe your contribution in the project:**

# **Mark how workload was shared amongst teammates in %.**