

## AR Project User Guide

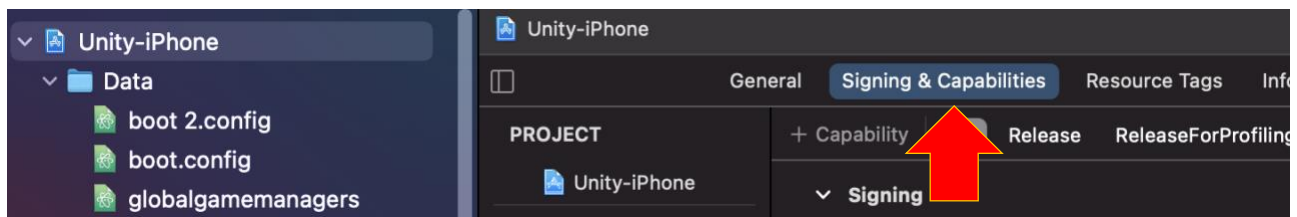
### Mobile Device Used for Testing:

iPhone X (Version 14.2)

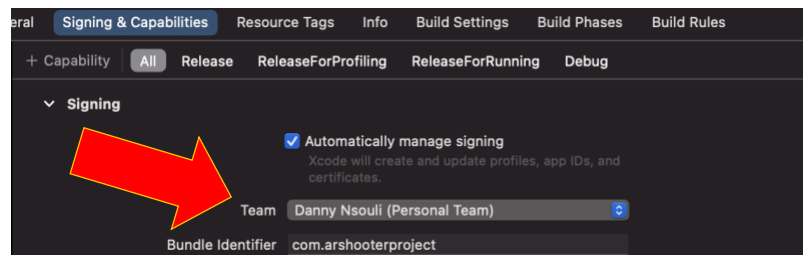
### Installation:

In order to install this application, you will need an iPhone and a Mac with the Xcode application installed. This application was tested using Xcode Version 12.2.

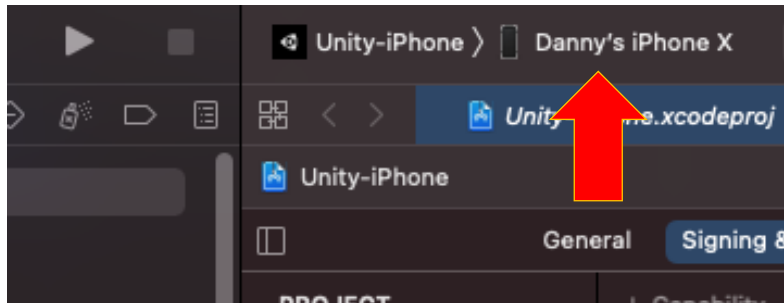
Firstly, open the build folder and double click on the file, “Unity-iPhone.xcodeproj.” This should open Xcode. Once in Xcode, click on “Unity-iPhone” and then click on “Signing and Capabilities” in the top bar.



Once in this window, make sure a “Team” is selected using an apple account.



Next, make sure your iPhone is connected to the computer and that your device is recognized by Xcode. Now click the run button and let the application load onto your mobile device. The application will then open automatically and begin running when ready (also make sure your phone is not locked).



## **Features:**

When the player begins the application, the title screen will have two interface buttons. The play button will begin a shooting round while the other will lead the player to an information screen. The information screen will have a simplistic diagram that shows the player a basic preview of what to expect during gameplay. It mainly serves as a way for the player to easily and quickly scan over all of the user interface elements with brief descriptions. Clicking the back arrow button will bring the player back to the title screen where they can begin a play session.

During the gameplay, 3D models of ghosts will appear through the camera that the player will be tasked to shoot down for points. For optimal and safe experience, the player should stand in an open play space and is only required to move their phone camera left and right from their original position to find ghosts. The ghosts will spawn in random locations around the front view of the player and will attempt to float away before being shot. Each one eliminated will grant the player five points.

The crosshair in the middle of the screen is a visual representation of where shots will land. At the top center, the score will be displayed, the top right side of the screen will have a fifty second timer, the top left will have a home button that will return the player to the title screen, and the bottom right will have a labeled “shoot” button. Additionally, music will play during gameplay and when a ghost is successfully shot, there is a short sound effect that will be triggered as feedback.

When the timer ticks down to zero seconds, the play session will immediately end, and the player will be shown their final score on the “Game Over” screen. At this point, the player has a choice between two button options. The home button will take the player back to the title screen and there is a restart button if the player would like another try at a shooting round.