

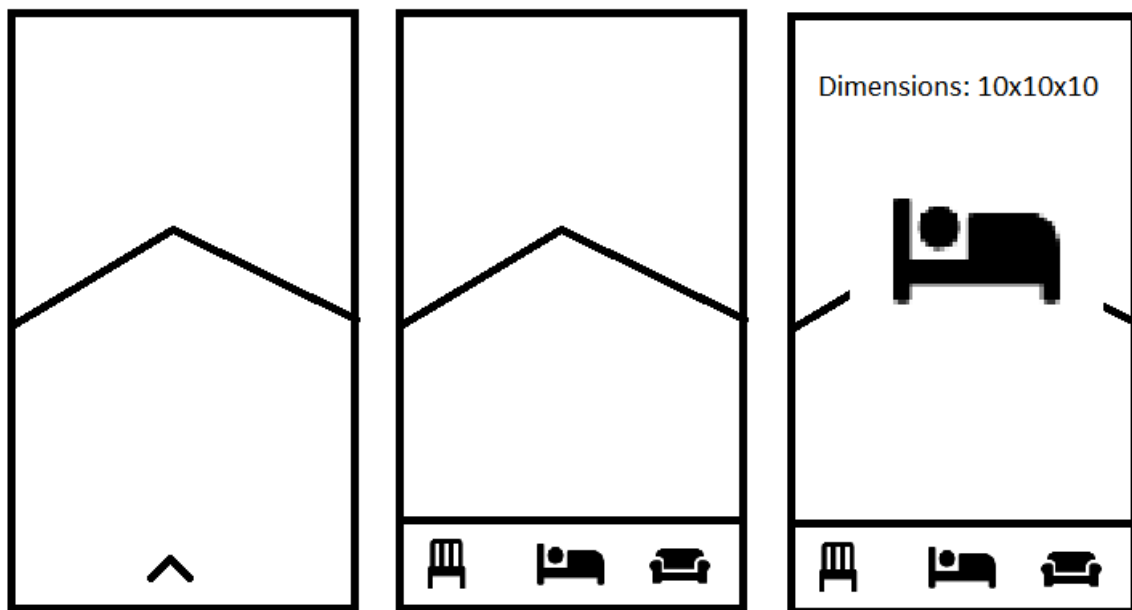
## 2. Devblog - AR

### Brainstorming

During our first workshop, me and Christian started brainstorming ideas for our AR application. We came up with 3 ideas first, which were:

- Furniture showcase in your house (Kind of like IKEA) for shopping
- Some kind of entertainment game (Basketball or Soccer)
- Image / location tracking for historical events
  - Basically where you are at a certain location in the world and it would tell you something on the screen if you're close by or scanning a certain thing.

We decided to go with the furniture showcase solution, as we thought it would fit our expertise in the XR development area, as we don't have the biggest knowledge of developing XR applications. Christian has a bit of knowledge in game development for desktop, where as Nicklas is fully new to all of the concepts.

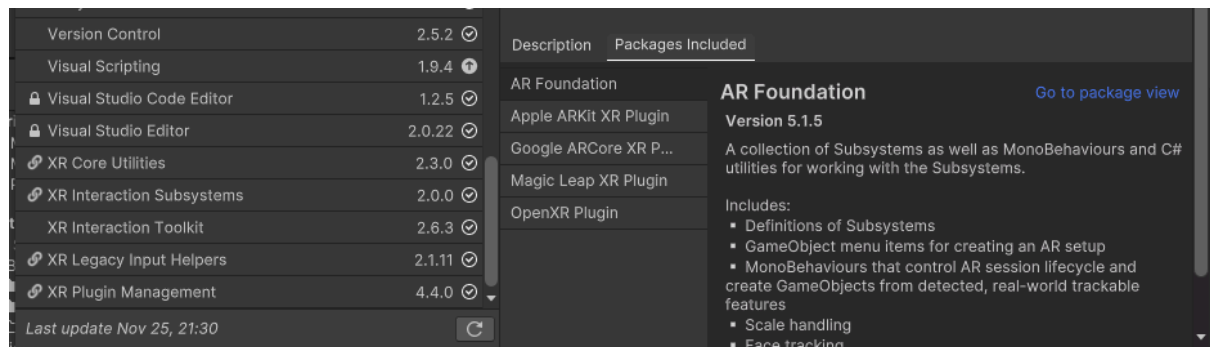


### FURNIZE

We made a concept on how we want the app to look and how it should work. It should have menu where you can see different kinds of furniture, possibly also pricing and dimensions of the chosen furniture.

Thought process was that this should later be able to be incorporated into a website, so it could be used for e-commerce / online shopping as this is possibly one of the best use cases of this kind of AR application.

First part of the process of starting the development, was getting the project setup, so we had all the dependencies we need, this is so we can be able to move and rotate a piece of furniture.



Of course the AR Foundation dependency and we chose to focus on developing on Android, as it was the easier choice to do the testing part on. We choose to use XR Interaction toolkit, as it didn't require as much scripting as other ways, this is used for either, moving, scaling or rotating prefabs placed in the AR view.

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