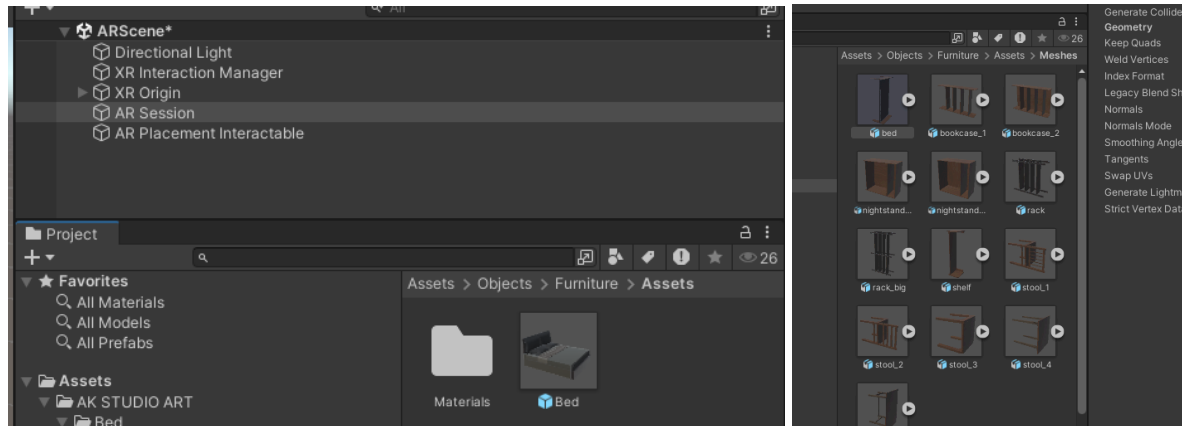# 3. Devblog - AR

In this devblog update of our AR project "Furnize", we started out by insuring we had all the right game objects in unity and that they were linked the right way together.


We also added our first piece of furniture, which was a bed, to the assets. This asset was borrowed from the unity assets store. We first tried another bigger package of furniture (The picture to the right), but ran into a lot of problems when inserting the furniture into view, as they didn't want to transform to the right position that we set inside of unity. So we opted to take the smarter router and not waste more time on trying to fix that problem (took 4 hours with no progress x.x)
(https://assetstore.unity.com/packages/3d/props/clothing/bed-pbr-227070)

After finally adding the bed to prefabs and linking it to the view, so we could be able to spawn it, we added some of the scripts from the XR toolkit, to be able to select the piece of furniture and be able to rotate it.
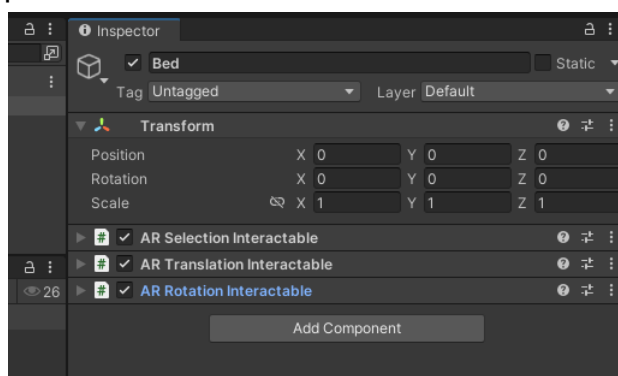

Also if we decided later on, that it should be possible to have multiple pieces of furniture on the screen at one time, we made it so, when you select a piece of furniture, it would be highlighted with a transparent box, so you knew what piece of furniture you're currently editing / moving around.
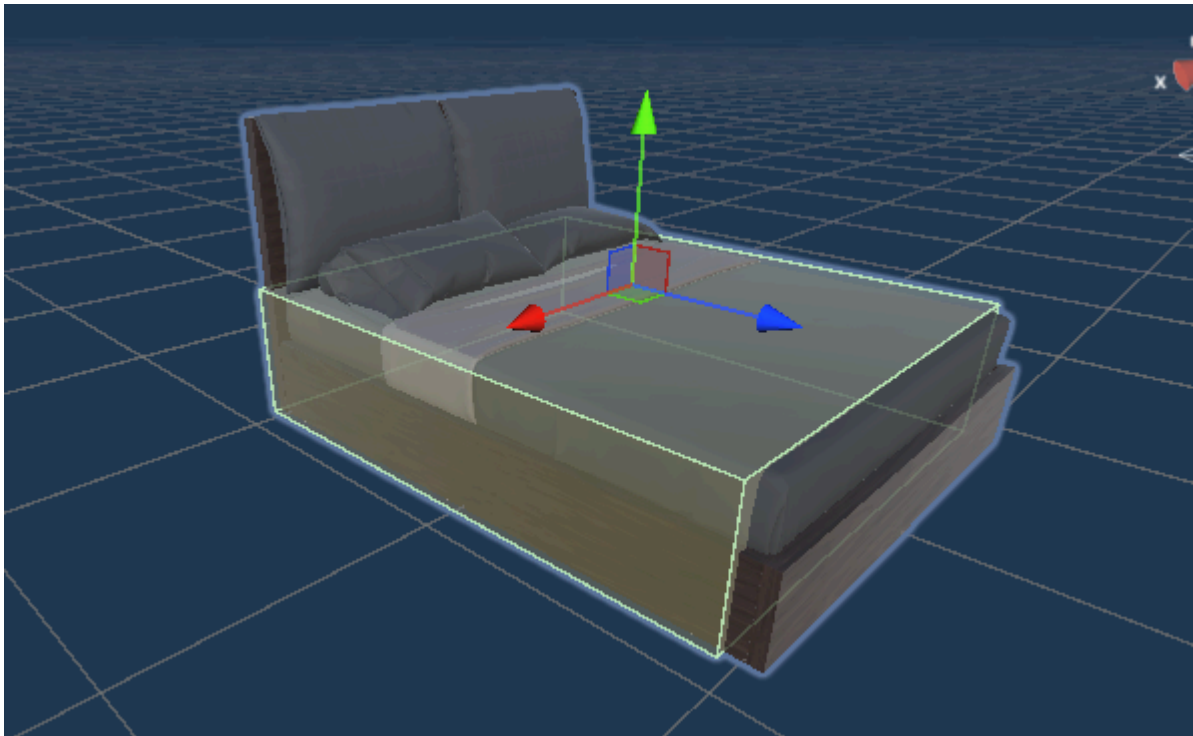
We decided to use Canvas of UI in unity and with this we could make a ScrollView, which makes it possible for us to have a scroll menu with the different kinds of furniture available. Super cool, but still needs some fixing for it to be something that we will keep.
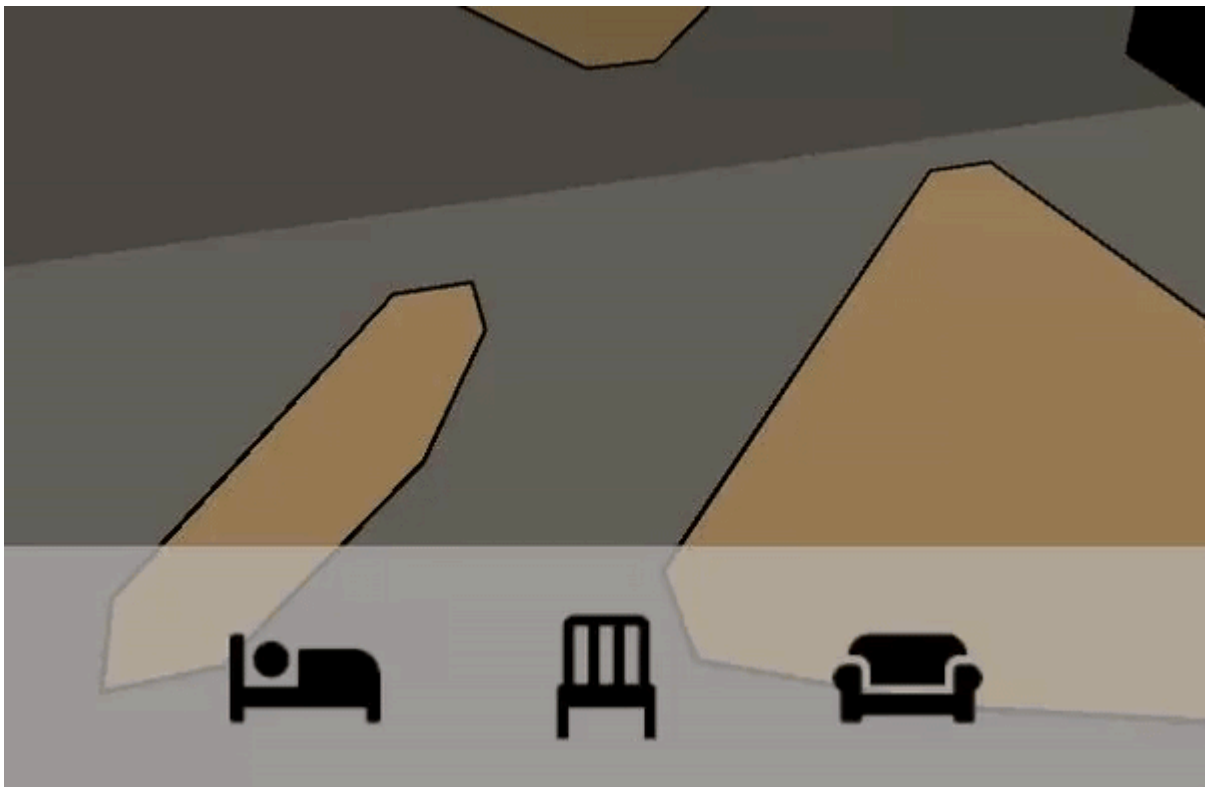
The way the Canvas works, is that out of the scene the extra icons will hide, and you can only see them when they're in the overlay.
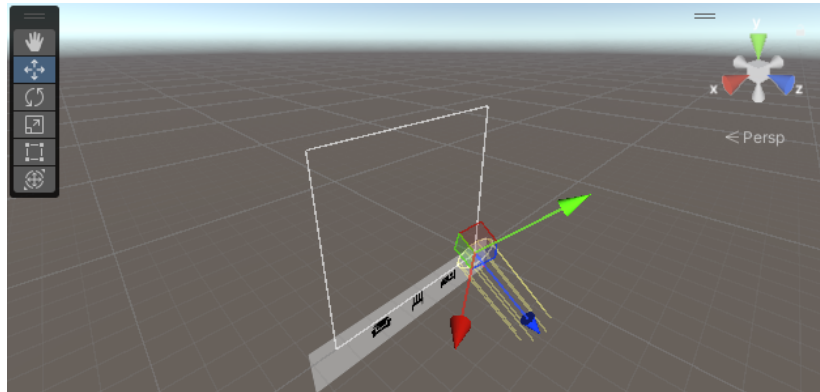
Unfortunately while developing, we had to upload the apk to the android phone, for us to be able to try out the placement of furniture, next update will include some footage from the app, where furniture placement is shown.

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