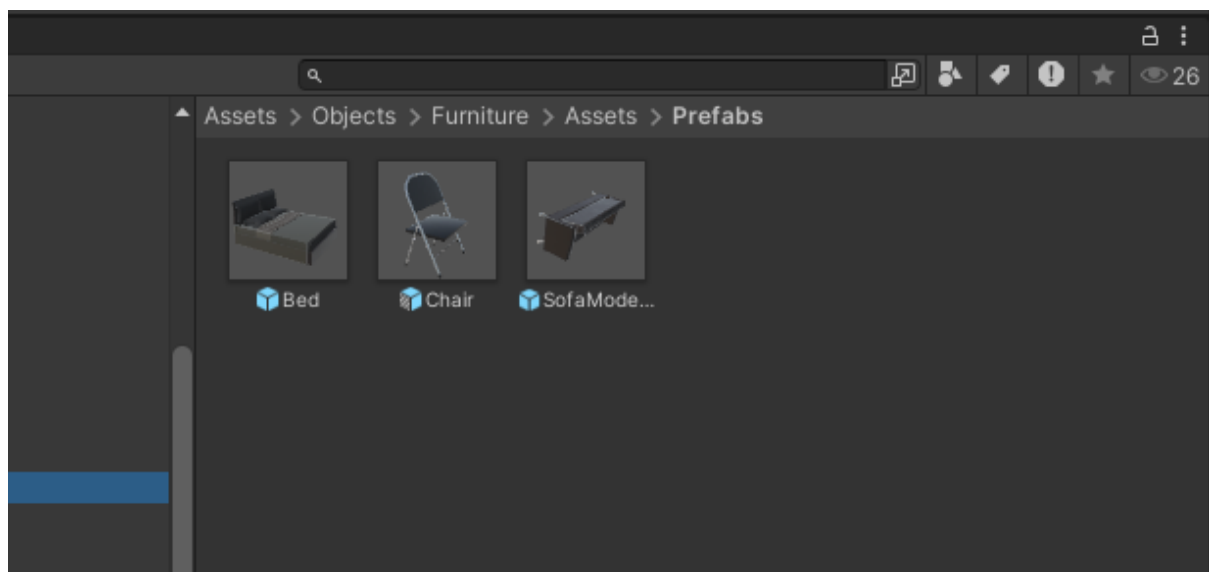


4. Devblog - AR Conclusion

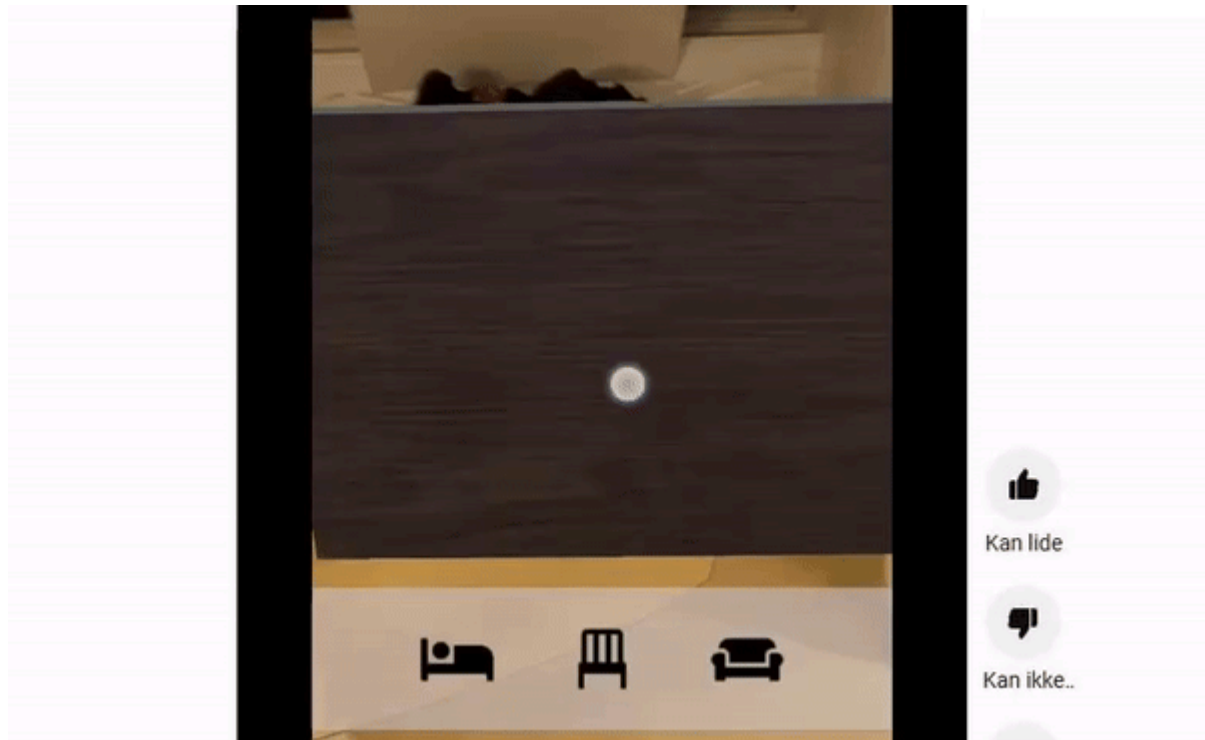
During our work on Furnize, we've run into a lot of problems with using multiple pieces of furniture and also switching between furniture.

```
5 public class FurnitureManager : MonoBehaviour
6 {
7     public GameObject[] furniturePrefabs;
8     private GameObject selectedFurniture;
9     private ARRaycastManager raycastManager;
10
11     public void SelectFurniture(int index)
12     {
13         if (index >= 0 && index < furniturePrefabs.Length)
14         {
15             selectedFurniture = furniturePrefabs[index];
16         }
17     }
18
19     public void PlaceFurniture(Vector3 position, Quaternion rotation)
20     {
21         if (selectedFurniture != null)
22         {
23             Instantiate(selectedFurniture, position, rotation);
24         }
25     }
26
27     void Start()
28     {
29         raycastManager = FindObjectOfType<ARRaycastManager>();
30     }
31
32     void Update()
33     {
34         if (Input.touchCount > 0)
```

We tried to go the Raycasting way and adding a way to make the button in the Scroll View to spawn furniture, after selecting the desired piece. Without any luck we didn't get this feature to work, which is a huge part of the project, that you have different kinds of furniture, to see if it fits in the apartment / house.



We added two more pieces of furniture, also borrowed from the unity asset store, but we never got to use them the way we wanted, because we couldn't get it to work in the timeframe we set for the project.



The things we got to work can be viewed on this link:

<https://www.youtube.com/shorts/rVXjMYGYA9E>

Both of us are not satisfied with the result, but with the hurdles we've had with the AR project until now, we don't want to waste more time on it and lay the focus on the VR part of the project.

Now we are hopefully better suited for the next challenge ahead, as it has been a rough path for now.

Other assets that we didn't get to use:

<https://assetstore.unity.com/packages/3d/props/simple-chair-297945>

<https://assetstore.unity.com/packages/3d/props/furniture/modern-minimalist-sofa-136398>

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