Project Log

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| Lift-off Day 1 | 8.5 hours |
| Lift-off Day 2 | 8.5 hours |
| Installing and experimenting with frameworks and environment (Unity, Vuforia, Android studio) | 5 hours |
| Orbital Game workshop | 5 hours |
| Using Vuforia and Unity to create an augmented reality 3D animal using a tracker with controller motion | 8 hours |
| Using Unity3D to create an isometric camera and character controller | 9 hours |
| Coming up with project core features | 1 hour |

Total: 45 hours each