

*Note: Because I developed for Google Cardboard, I cannot make a Mac build for you/Zach to test. I've submitted an Android apk instead. Also, although this is a digital prototype, it also requires physical elements (for object recognition in AR).

Prototype 3

Requirements

- No trigger warnings this time
- 1 player
- Tech
 - Google Cardboard
 - Android Phone
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“The Bad Version”

My prototype uses Google Cardboard and an Android phone. That in and of itself lets you know it'll be pretty wonky, but especially so because this was also my first attempt at doing AR in Unity, and it's pretty bare. If this was the “good” version, the interactable objects would glow (via AR elements), and when you touch them in physical space, it would play a memory associated with that object as video. Instead of the glow, I just have a transparent layer of blue on top of the object. Instead of a video that fits neatly into a narrative puzzle, I just recorded random video of a person interacting with that object. The touch is also overly sensitive, so the video playback may come and go, and the So basically, the project makes no sense!

Inputs

- Augmented Reality Camera (the android mobile camera)
- Physical objects for the camera to read
 - book
 - business card
 - other images
- Touch (touching of physical objects)

Additional Instructions

Look around and touch objects in physical space.

Third Party Assets and Code

- Vuuforia package for Unity
- Google Cardboard SDK Package for Unity