This was part of an Augmented Reality module during University, I attempted to build a Lego spaceship building game for an android device that let you build the spaceship on any detected surfaces, the detected surfaces would also turn into Lego as a building platform then you could add engines and blocks to build out your spaceship, that would then fly around and dodge incoming meteors! However, the development wasn’t left quite complete and had some issues but it was an amazing learning experience for AR development in UE5!