Computer graphics - 2  
shoot the object - hololens

October 3, 2017

# Overview

## Project Background and Description

* HoloLens – This is a device embedded with multiple sensors that can be used in the new generation of mixed reality apps developed using certain tools. In this project, I am going to build, develop and demonstrate an application that can be used with the HoloLens where you can play a shooting game

## Project Scope & Problems to be addressed

* Deploy the software application, and make it downloadable from the windows store app that will showcase the mixed reality experiences using the Microsoft HoloLens to all the users
* More features like multiplayer gaming, share score via Facebook, invite friends to play the game could be introduced during next phase of the project

## High-Level Requirements (Vision)

The new system must include the following:

* Ability to allow users to access the application by running the project code
* Ability to play the game using HoloLens voice commands, gestures. More features will be added if there is enough time
* Ability to reset the game with voice commands

## Deliverables (Goals)

* A software application that will showcase the mixed reality experiences for HoloLens
* The system is will work in the absence of HoloLens device with the help HoloLens Emulator tool by the end of semester

## Implementation Plan

* Software Tools & Requirements:
* Visual Studio 2017 & necessary SDK’s
* Unity 3D
* HoloLens Emulator & Holographic Templates
* Vuforia
* Windows 10 Pro Edition
* During the initial phase of the project, the physical HoloLens device is not required. Once the project is built completely with all working features, the physical device HoloLens integration will be performed