ARFoundation Project

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Unity version: 2019.3.x

OS: Android

ARFoundation Sample: https://github.com/Unity-Technologies/arfoundation-samples

Task

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Integrate assets below into an ARFoundation demo project

-LeanTween

-AudioToolkit

Explanation

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There will be 2 scenes, Start Screen and AR Scene.

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Start Screen

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-UI: Consist of background, title, and start button

-Animate title and button coming in

-Able to switch to AR Scene by clicking start button

-Able to exit application by clicking Android back button

-AR scanning **will not be started** in this scene

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AR Scene

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-UI: Consist of back button, reset button, animation button, and trivia panel

-Able to scan surroundings using ARFoundation (horizontal scan only)

-**Show animation of object** when object (provided in Drive) is instantiated in the scanning area (example: Scale up/Move in)

-Able to **manipulate** (rotate and scale) object using fingers

-Able to **reset** object to default rotation and scale by clicking reset button

-Reset button **should not reset** the AR scanning

-Able to **animate** helicopter by clicking animation button (this is a different animation from when the object is instantiated)

-Animation: Helicopter starts from the ground, depart, simple fly around the area, and land on to original position

-Able to **show/hide trivia panel** when object is clicked (trivia is not shown at first)

-Trivia consists of image and text

-Trivia canvas is placed in world (not overlay screen) and **will face/follow the camera** (see video reference in Drive)

-Animate in/out trivia canvas

-Able to switchto start screen by clicking back button and Android back button

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General

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-**Fade in/out** every switching scenes

-Use **BGM** and **SFX** accordingly (throughout the game, clicking, etc.) by using Audio Toolkit to control the audios

-If necessary, you can include audios and textures from external source

-Use LeanTween to animate the UIs