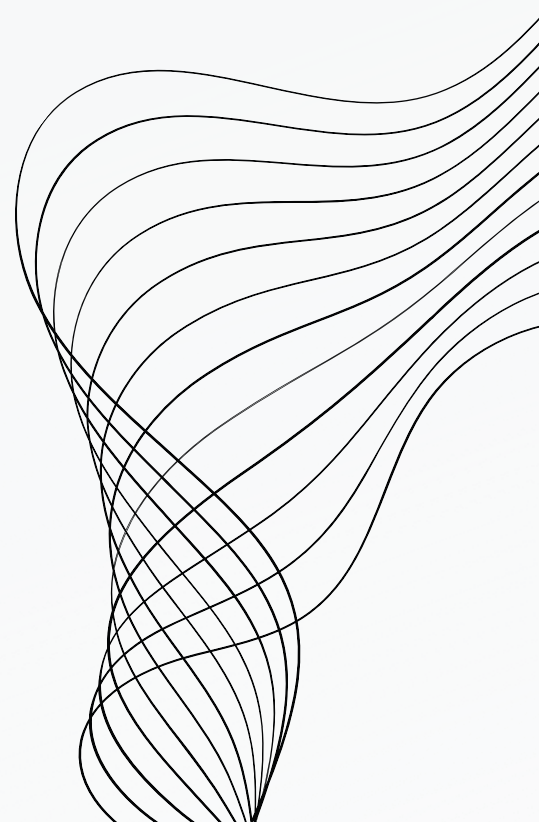




AR推箱遊戲

108590062 資工四 李致中
111598083 資工碩一 李映廷





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ABOUT THIS PROJECT

Firestore

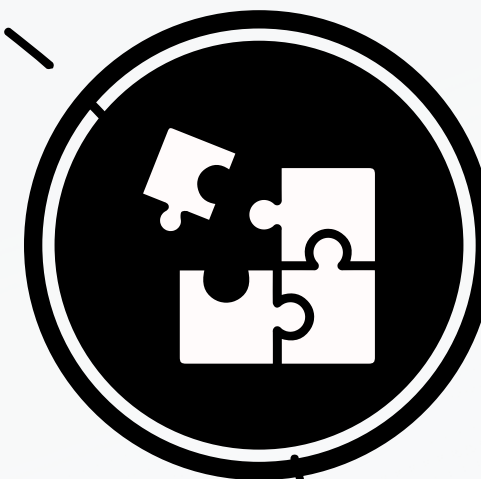
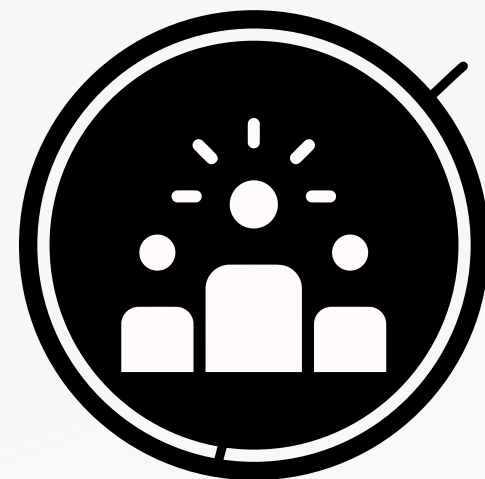
We use firestore to store every user's final score, so each player has to create an account.

ARKit

When the game starts, it will load the maze model and use button to control the box and try to solve the maze.

Timer

We use timer to record the finish time of the game.





PROTOTYPE

Login View

下午 9:01 6月18日 週日

已解鎖

68%

AR MAZE

Email

Password

Login

Haven't get an account? [Sign Up](#)

Sign Up View

下午 9:01 6月18日 週日

68%

AR MAZE

Email

Password

Sign Up

Already have an account? [Login](#)

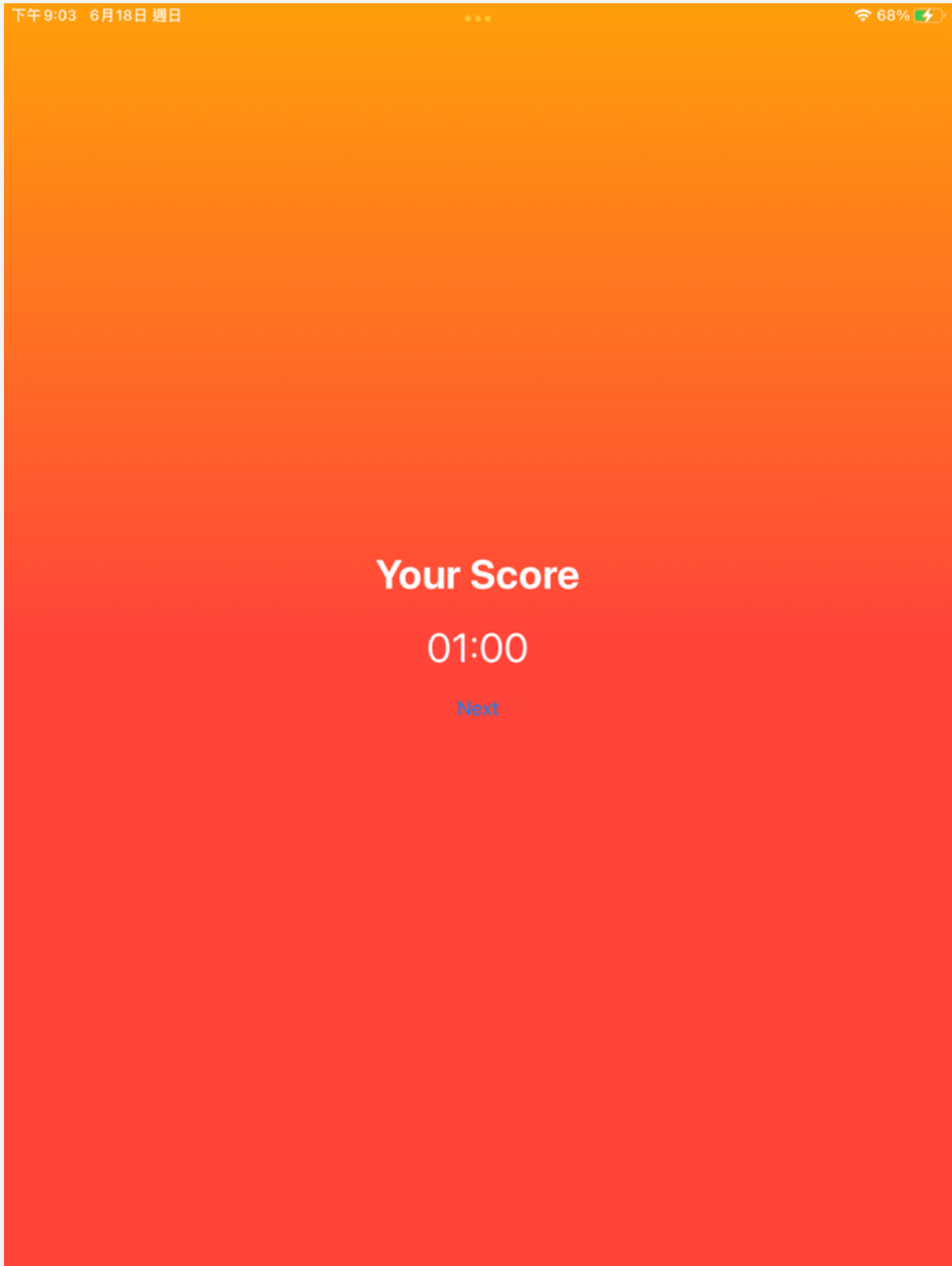
Game Start View



Starting Game



Finish View



Player List View



TECHQUIE WE USE

IMPORT 3D MODEL

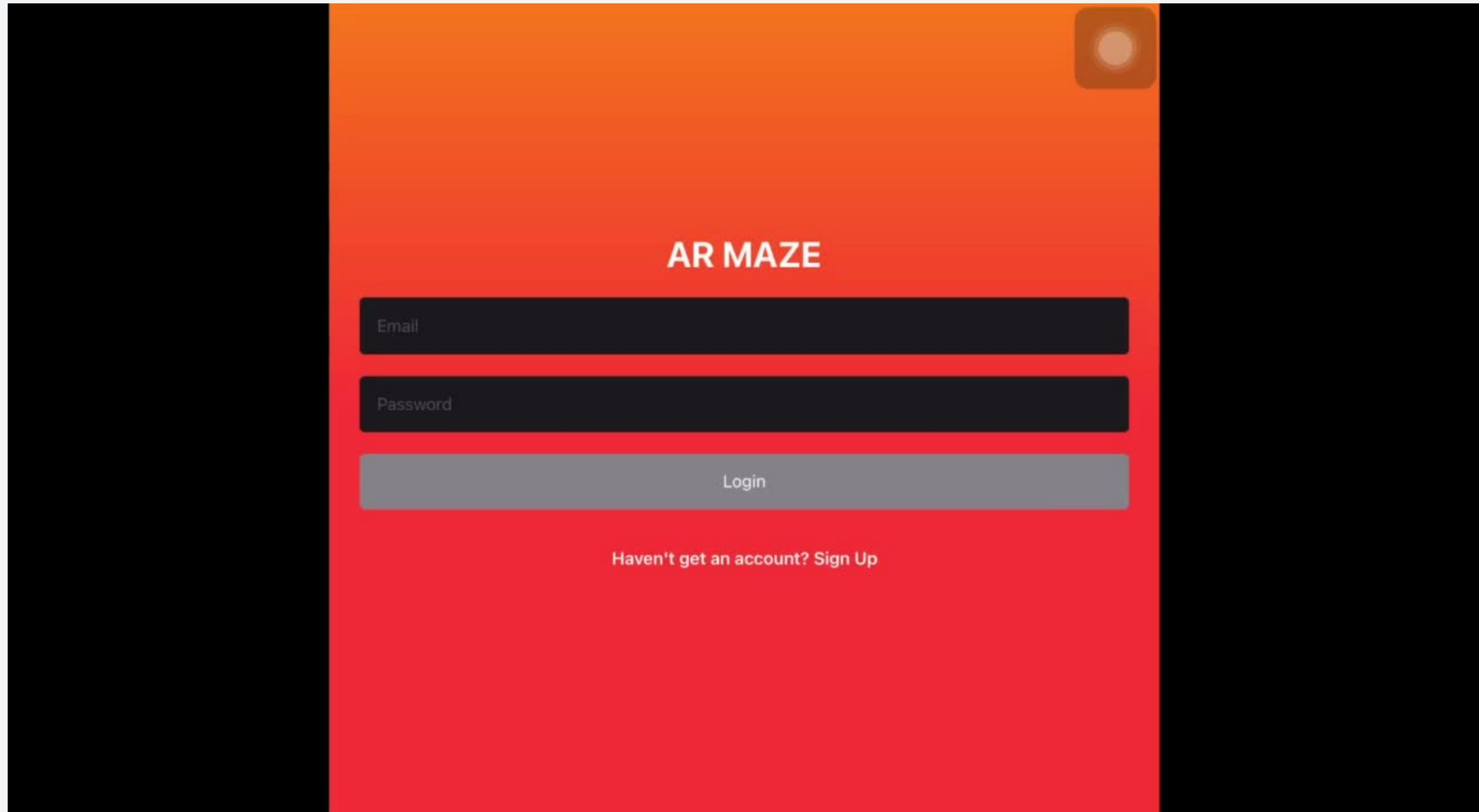


OBJECT
COLLISION



TIMER
CALCULATE

Demo Video



**THANK'S FOR
LISTENING**

