

# Piscine Swift - Rush 01

## AR Treasure

Michael BRAVE [mbrave@student.42.us.org](mailto:mbrave@student.42.us.org)

42 Staff [pedago@42.fr](mailto:pedago@42.fr)

*Summary: This document contains the subject for Day for the "Piscine Swift" from 42*

# Contents

I	Foreword
II	General Instructions
III	Introduction
IV	Exercise 00: AR Treasure
V	Bonus:

# Chapter I

## Foreword

“Because, wherever your heart is, that is where you’ll find your treasure”  
— Paulo Coelho, *The Alchemist*

# Chapter II

## General Instructions

- Only this document will serve as reference. Do not trust rumors.
- Read carefully the whole subject before beginning.
- Watch out! This document could potentially change up to an hour before submission.
- This project will be corrected by humans only.
- This course is designed to build on previous days' concepts, try your hardest to finish everyday.
- Each day culminates in a portfolio piece, if you finish the day this is something you can use to get hired.
- When submitting, submit the folder of the Xcode project.
- Only the work submitted on the repository will be accounted for during peer-2-peer correction.
- Here it is the [official manual of Swift](#) and the [Swift Standard Library](#)
- It is forbidden to use other libraries, packages, pods, etc. Unless otherwise stated in the project.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- You can discuss on the Piscine forum of your Intra!
- By Odin, by Thor! Use your brain!!!

# Chapter III

## Introduction

This project will require using a test device, if you don't have a test device then find a partner who does, if unable to find one do rush 01 (alternate) which doesn't require a test device.

Today we are building an Augmented Reality (AR) app in which we will find hidden treasures. Functionally this is similar to pokemon go, but instead of adorable pokemon we will be collecting treasure.

## Chapter IV

### Exercise 00 : AR Treasure

Exercise : 00
AR Treasure
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

We are creating an augmented reality app similar in function to pokemon go. It will use location, cameras, and digital overlays to populate the screen with treasure that we will collect by clicking on the screen. This will be overlayed on top of and interact with what is shown in camera.

When we find a treasure chest we will have to swipe at it to weaken it, then tap it to open it, the chest will open and give us treasure that will count toward our overall score. There should be at least 4 types of treasure chests that spawn at random.

## Chapter V

### Bonus : Use Locations To Hide Treasures

Bonus
Use Locations To Hide Treasures
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

Use specific pre built locations to hide extra special otherwise inaccessible treasures that can only be found while in a specific predefined location.