README:

* Download the entire zip file
* Extract entire zip file
* You will have to download the Unity game engine
  + <https://unity3d.com/get-unity/download>
  + We are running Unity version 5.3.1, but the newest version should work fine
* To run the VR game:
  + Go to “~\New Unity Project\New Unity Project\Assets” and run the Unity scene file called “monsterAttack”
  + Connect your Android phone to your computer (through USB)
  + Go to File->Build Settings
  + Choose the Android platform and click “Build and Run”
  + The game will automatically run on phone, make sure your phone is on
  + If you do not have the Google Cardboard you can use your touch screen to hit the monster and the boulders
* To run the AR application:
  + Go to “~\Hands On Project- Megan and Shakeel.zip\ARFighter\ARFighter\Assets” and run the Unity scene file called “main scene”
  + Connect your Android phone to your computer (through USB)
  + Go to File->Build Settings
  + Choose the Android platform and click “Build and Run”
  + The application will automatically run on phone, make sure your phone is on
  + Open the “stones\_hires” image
  + Align your phones camera with the image until the 3D model shows up (you might need to move your phone around until the application accurately adjusts to the image)