I want to develop the next component like this in AR as seen below (it's on top of the existing code (Java in Android Studio) that I've developed in an application).

# **Context (the activities that I have developed so far, does not include entire list):**

The activities that precede this are:

1. login

2. reg user if not reg (user profile details saved to firebase real time database, auth details saved to firebase auth)

3. user is logged in automatically via fb's authentication

4. user clicks on profile

5. exit mode for Person A (parent) > goes into mode for Person B (child)/child's mode.

# **Task:**

With reference to Design B:

**A)** Pet appears in idle state (static 3D vector graphic) when mobile camera is pointed to plane.

**B)** Top Buttons:

[B1] Top Left:

1.1 Exit Mode

[B2] Top Right:

1.1 Credit Counter [Saved under firestore - collection ("users") > document(emailUid) > field ("creditNumber").]

**C)** Bottom Buttons:

[C1] Bottom Left:

1. Food Icon:

1.1 number of credits get reduced by 2, credit counter gets reflected

1.2 the animal/pet changes -> idle state (static 3D vector graphic) -> eating state for 10s (static 3D vector graphic) ->o idle state (static 3d vector graphic)

2. Showering Icon:

2.1 number of credits get reduced by 2, credit counter gets reflected

2.2 the animal/pet changes -> idle state (static 3D vector graphic) -> showering state for 10s (static 3D vector graphic) -> idle state (static 3d vector graphic)

3. Playing Icon:

3.1 number of credits get reduced by 2, credit counter gets reflected

3.2 the animal/pet changes -> idle state (static 3D vector graphic) -> playing state for 10s (static 3D vector graphic) -> idle state (static 3d vector graphic)

[C2] Bottom Right (optional):

1. Pet Profile Button - Name and day it was created [Saved under firebase's realtime DB - signUpInfo > Users > authUid > childName]

**Remarks:**

1. The pet doesn't need to be sophisticated (no need for high poly, res), a simple 3D model of a cartoon animal pet is fine too.
2. Only one pet (can be a dog/cat) is required.
3. It's similar to a tamagotchi.
4. I forgot to make an activity to register the pet's name (sorry)
5. No need for animation anymore, as long as it is able to switch between the static 3d models
6. All databases used refer to the user key/id auto-generated by firebase’s auth.
7. Initial design A and modified design B are both provided. It will be good if A can be done within a week. If not, B would suffice.
8. I’ve inserted the relevant images below.

