Programming HW 2

Task

- Open Unity, and load the project at the root of the given folder. Open scene 'PHW2/PHW2_scene'
- Install ARCore Extensions Package
- Check the unity setting refer to TA's ARCore Tutorial & Additional Guidance
- All you need can be found in Asset/PHW2

1. [TO DO #1] Control the target object scale
   a. Fill specified functions in 'ScaleController.cs' and 'PHW2_main.cs'

1. [TO DO #2] Implement smooth translation
   a. Write proper function on 'PHW2_main.cs' to utilize toggle activation
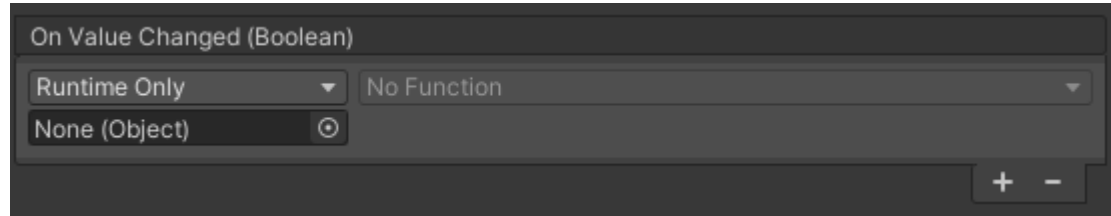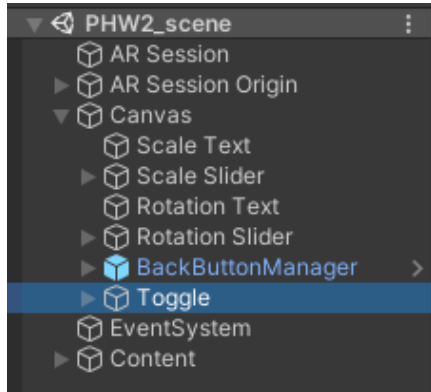   b. Fill Update() function of 'PHW2_main.cs'

1. Control the target object scale

- You need to control target object's scale factor with value from slider
- Fill functions in [TO DO #1] section of 'PHW2_main.cs' and 'ScaleController.cs'
- Implement each function refer to 'RotationController.cs' (Important!)
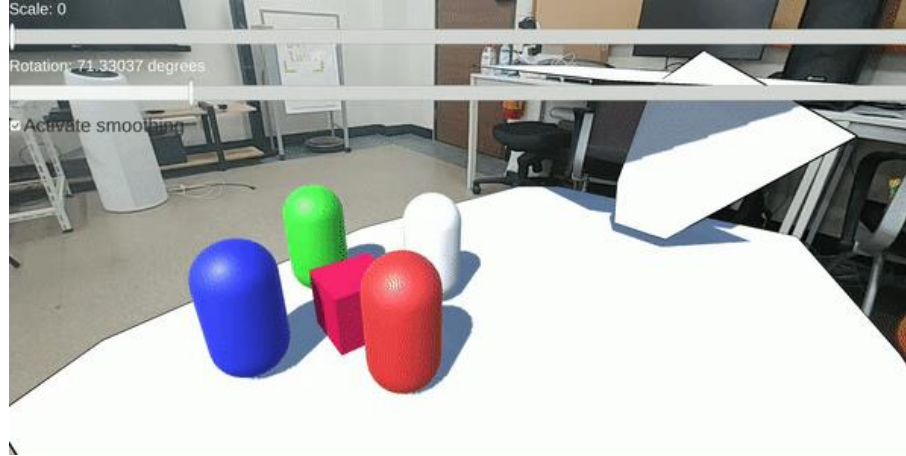
2. Implement smooth translation

- Implement function to control boolean variable 'flag_smoothing' in 'PHW2_main.cs'
- Add proper object for 'Toggle' object under Canvas hierarchy and connect the implemented function to it.

2. Implement smooth translation

- Fill update() function in 'PHW2_main.cs'
- If flag_smoothing is False (default), target object will move immediately to target position
- You need to write a script that slowly (smoothly) moves the target object to the location where you touch the device screen.

Deliverables

1. Record the screen running the app on your device
2. While running the app, include features as below,
    a. Scaling, Rotating the target object
    b. Move the object without smoothing option
    c. Activate smoothing option
    d. Move the object with smoothing option
    e. Deactivate smoothing option

1. Submit PHW2_main.cs, ScaleController.cs and video file as .zip file on KLMS

Release date : 9.20

Due date : 9.27 11:59