

Augmented Reality Cube Game project

Description

A cognitive AR cube game where cubes are going to be the basis for several cognitive mini-games (potentially 7). A set of 9 cubes will be set in a table in front of the player and the player – wearing AR glasses – will perform the requested actions with the cubes in order to accomplish the mini-game's goal. Simple mini-games like color-matching, shape-matching, basic arithmetic calculation etc. will be developed.

For more information on the mini-games please visit: <http://bit.ly/cognitivehig>

Development stages

The development process comes in 2 stages.

- Stage 1: Development of a native application/prototype with 2-3 mini-games, using Android tablet.
- Stage 2: Development of the beta version of the application, using AR glasses (Meta SpaceGlasses).

You can choose in which stage would like to work (1 or 2 or both).

Necessary skills

- Stage 1: Android/Java programming and use of the Vuforia SDK: <https://developer.vuforia.com/resources/sdk/android> . Specifically, the Frame Markers' functionality from the Vuforia SDK is essential for the scope of this project: <https://developer.vuforia.com/resources/sample-apps/frame-markers-sample-app>
- Stage 2: Unity 3D, Javascript for Unity scripts and use of the Meta SDK when it is released: <https://www.spaceglasses.com/developers>

Alternative technical suggestions, according to your technical background are welcome.