



Solarius 2.0



Where the sky is just the beginning





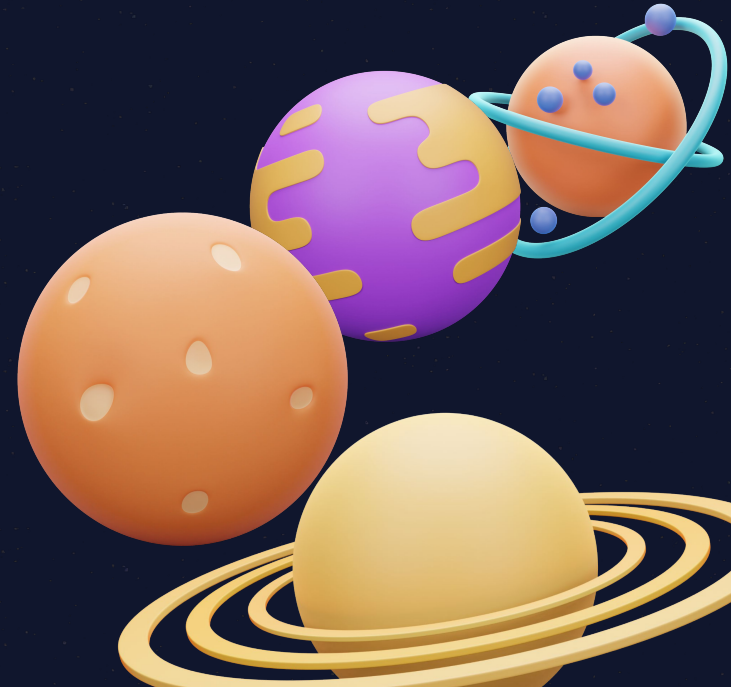
Group



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 - Fabio Henrique Alves Fernandes
 - Igor Santiago Almeida Paixão
 - Pedro Igor de Souza Malaquias
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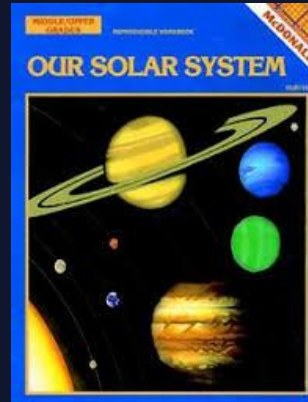
Summary

- Problem
- Objectives
- Solution
- Schedule



The problem

Using augmented reality to teach the solar system in a playful and interactive way to public primary school children.



Objectives



- General Objective:
 - Introduce the Solar System in a playful way, so people can learn about each planet and sun.
- Specific Objectives:
 - Develop a platform that does not need powerful machines;
 - Show informations in a simple and easy way to students understand;
 - Encourage students to explore and discover Solar System.





Solution

- Develop an educational game that allows students to explore and understand Solar System concepts, providing an attractive and significant learning experience.
- With the students' smartphones












Tasks

1. Discussão e montagem da proposta;
2. Identification of requirements and available resources;
3. Initial adaptive adjustments for the AR version;
4. Bring the Unity scenario to the mobile;
5. Incorporate interactions with the planets.
6. Configure *Vuforia*;
7. Configure *Target*;
8. Dispose information in text;
9. Upload to *GitHub*.

Subtitle	
Student	Symbol
Eder	
Fabio	
Pedro	
Igor	

Schedule

WEEK

Task	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1														
2														
3														
4														
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