AR MAZE

18CSE304J- Building applications using opensource AR and VR SDKs

COURSE PROJECT REPORT

Submitted by

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Batch-1

under the guidance of

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Title	**AR MAZE**
Concept	We used augmented reality and real-world physics to create an immersive maze game. We produced a 3D maze using the Unity game engine and Vuforia, allowing us to use physics to guide a ball through the maze and make the experience accessible in augmented reality, where the maze appears to be in the real world through the camera of a mobile device. The objective of the game is to find the exit of the maze while avoiding obstacles and traps along the way.
Purpose of application	The purpose of the project is to create an engaging and interactive gaming experience that combines the fun of a 3D maze game with the excitement of AR technology. The project also serves as a way to explore the potential of AR technology in gaming and how it can be used to enhance the player's experience.
Engineering principle mapped	1. Augmented Reality 2. 3D Modeling
ARVR Techniques used	1. Marker-based tracking 2. Vuforia SDK 3. Unity game engine
Societal importance of the idea	1. Entertainment and Recreation 2. Technological Advancement 3. Cultural and Social Interaction

WORK GALLERY

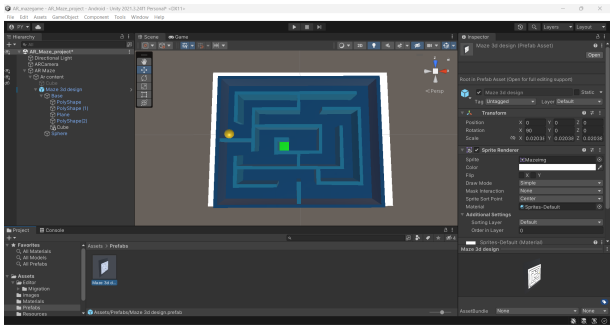

Fig:1 Developed Scene using Unity

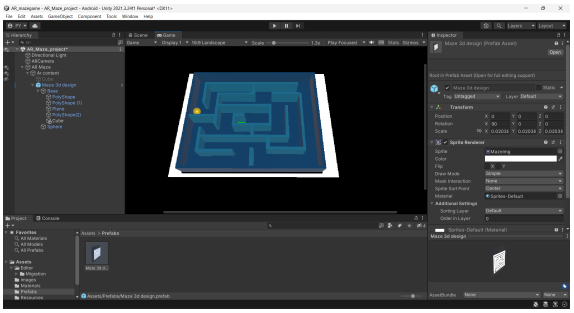

Fig:2 Game Screen

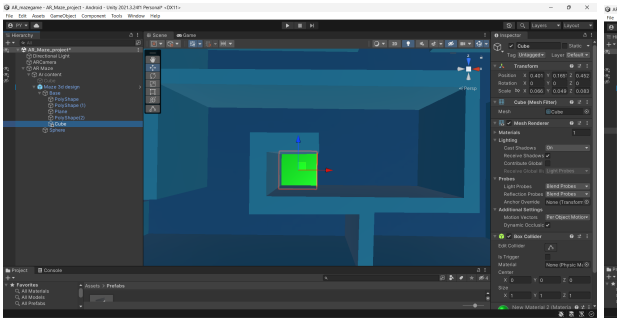

Fig:3 Goal

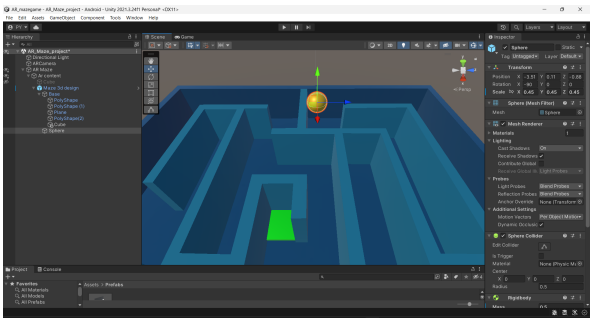

Fig:4 Guide a ball through the maze

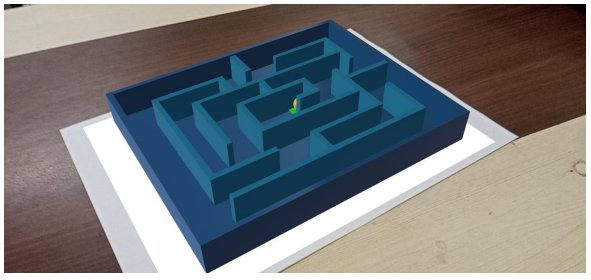

Fig:5 Maze shown on the image tracker

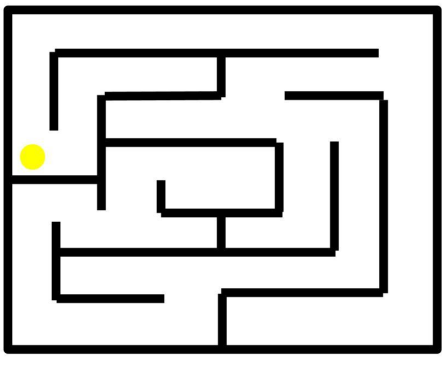

Fig:6 Image tracker