AG-231

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9/24/2020

AR Project Concept Document

My AR project will be targeting AR core and AR foundations. I would like to make a tabletop AR maze game. I intend to make five mazes that get more complex as you complete the previous mazes. The movement range for the user should allow for the user to sit comfortably on a chair and maneuver through these mases in a comfortable position. I also will be adding an option to increase the size of the maze if the player wishes to have a bigger maze that they can navigate while they are standing but I would like to focus on getting tabletop to work efficiently. I don’t believe I will be adding any assets to this project but if I do I will add them to this document.

Potential Assets:

<https://assetstore.unity.com/packages/2d/textures-materials/world-materials-free-150182>

<https://assetstore.unity.com/packages/3d/environments/bblock-61644>

<https://assetstore.unity.com/packages/2d/textures-materials/floors/20-ground-material-sets-hot-rock-12828#content>

<https://assetstore.unity.com/packages/3d/vegetation/trees/free-trees-103208>

<https://assetstore.unity.com/packages/2d/textures-materials/ball-textures-5354>

<https://assetstore.unity.com/packages/3d/props/ball-pack-446>