Virtual Reality Assignment 3

Augmented Reality   Max Marks: 50

In the lab we tried single marker based Augmented Reality using Vuforia and Unity. In this assignment we will explore more types of AR applications available today, using Wikitude.

1. Multiple Markers
    i.   Follow this video and create the Tower Game: https://youtu.be/fkKw0BzAUCg. (10 marks)
    ii. Adapt the Survival Shooter game built earlier to this setting: Zombunnies spawn on one card, the Player stands on another card and shoots at them (10 marks)
2. Object Recognition
    i.   Follow this video and create the aquarium around a physical object of your choice: https://youtu.be/mpflhDwhSwM (10 marks)
3. Markerless
    i.   Follow this video and create the markerless AR setup: https://youtu.be/7A3v8WDc8eE (10 marks)
    ii. Adapt the Sruvival Shooter game to have enemies be spawned in AR like the zombies here: https://youtu.be/Jlv-ILYUTjE and deploy in VR (10 marks)

You need to submit all scripts written and screen shots/recordings of the apps made in preview mode.