LasAR – How to

1. Clone into project
    a. https://github.com/schmizzel/lasAR-hololense
       (HoloLense 2)
2. Add Vuforia packages to the project (to big for git)
    a. https://github.com/schmizzel/lasAR-ios (IOS)

Our project consist of a laserpuzzle that can be set up in any room. (Settings are set up for the EscapeRoom in the practical course but to play it without the box etc you just have to remove the open box script from the scene and maybe add the function to change the colour of the goal to see if game is won). The laser needs to be green to win the game.

We have several objects that can be set up using target images:

1. Laser start

2. Amp to change color

3. Portal
a. Portal 1

b. Portal 2

4. Mirror

5. Goal

6. Poster with riddle