

## HOLOKITAB TECHNOLOGIES

Thanks for taking time out for this Unity Test. This test is for basic AR development in Unity for android and ios. Here's step by step what you have to do. Since final output is more or less the same, sooner you complete, more will be chances of selection:

Make a Simple AR app for android and ios using Unity 3D and Vuforia and Unity CDN (We will need the source code also to test).

Output: Image based marker scanning (Use vuforia + Unity 3D). Please note that we don't use vuforia at HoloKitab so its just for test purpose. Try to make use of vuforia as low as possible and keep all the features scripted using c#.

- 1) App should start with basic UI, just a scan to start button needed (no need to beautify UI)
- 2) After that there need to be two options: Download Project A, Download Project B. This will be done using CDN (Try a free CDN available. Unity addressable will be used)
- 3) It should visible in the app the the project has been downloaded. Once downloaded, there should be a play button to start scanning and an option to delete the project that you downloaded.
- 4) Project A: Scan image 1 and the 3d model should appear Project B: Scan image 2 and the 3d model should appear.
- 5) If I am choosing project B, I should not be able to scan image 1.
- 6) Data of Project A and Project B is attached.

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-----Interactions in Project A and Project B-----

1) Once the image in Project A is scanned, the 3D model should appear along with the voice in background (Animation and voice should loop). An option to turn off voice should be there in the scan mode, while animation is playing.  
The model given has 2-3 animations. There should be two icons on the right side in scan mode 1) info icon: will display info about the model in text format (write anything).  
2) Change animation icon: 3 animations are there, on pressing the icon, animation should change. All three should come in an order.

2) We should be able to go the previous screen with a back button in the scan mode. Then go into project B and do the same interactions with another model.

Export both the builds (android and iOS) - ask for UDID

Send only the build. We will ask for source code if build is good

1) You will need to have your own iOS developer account (a mac also) and Vuforia account (free to start).

2) For IOS, we won't be able to give our developer account at the moment. You can create your free one and test it

on your iPhone attached and send a video of how the application is going. We will give a UDID so that we can test it in our iPhone