# Tom Bales 22.2

# Shot List

For my capstone project I’m going to create a small world simulation of a town on an island. I will be using Magic Leap hardware and Unity. The goal is to start building a small town that has built in GIS best practices (analytics, location information, movement) as a prototype to then implement those workflows into a bigger system. This will be an AR project because I realize that is where my strength and interest is.

So, starting out I need to do the following and follow through to the end.

## Start

* Make sure the SDK and the Unity version match.
* Make sure that system requirements are in place.
* Design markers that allow the user to understand real data
* Conduct a few tests to see what problem areas the SDK has because it’s still in beta
* Understand and research how to place objects based on GPS coordinates

## Middle

* Create an Island surrounded by water
* Create
* Create a town on the island
* Create weather effects for the town
* Add people and cars

## End - refinements

* Water animations
* Info panels
* Asset markers
* Motion of weather and assets to create something that has a feeling of being alive.