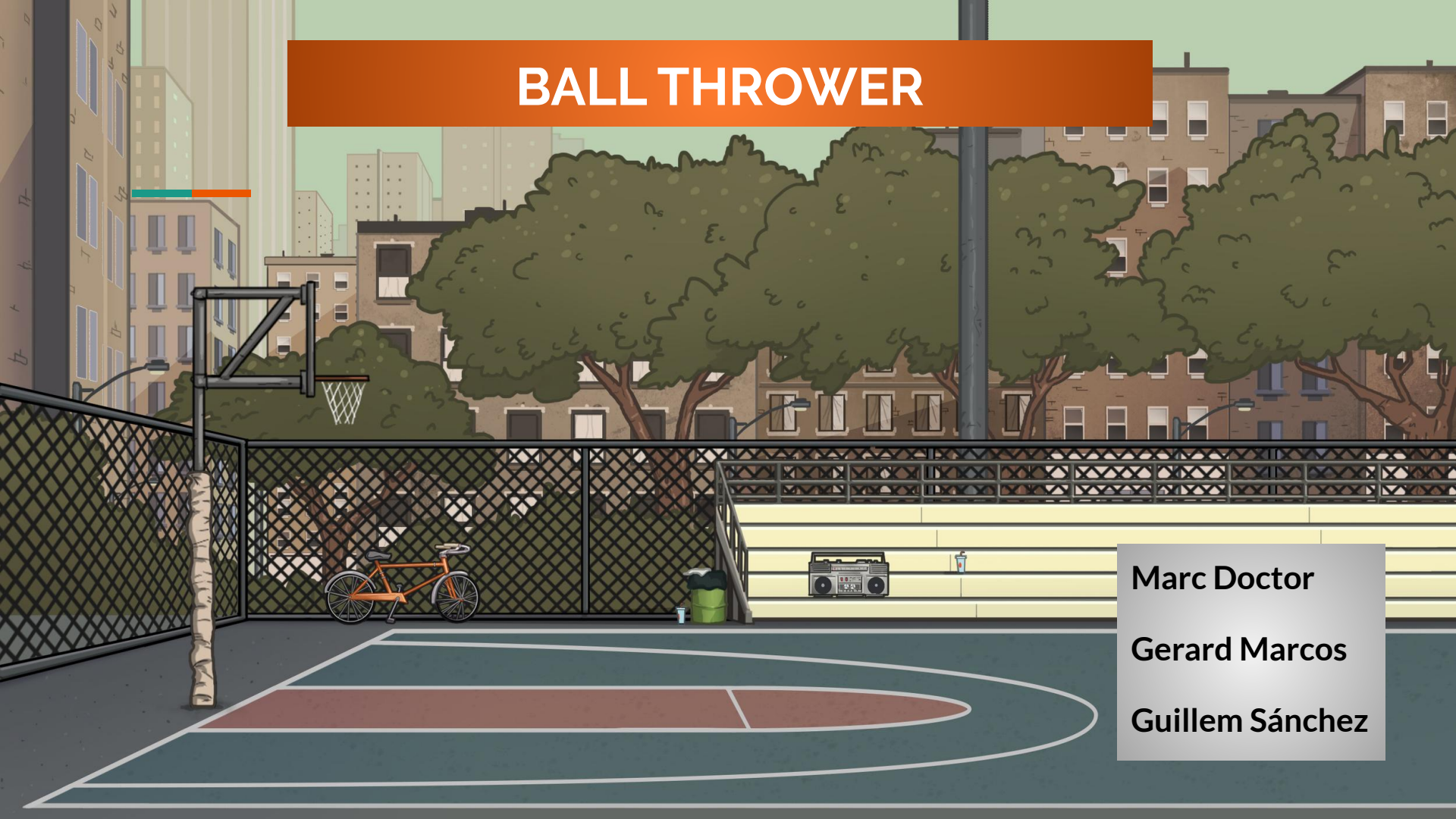


BALL THROWER

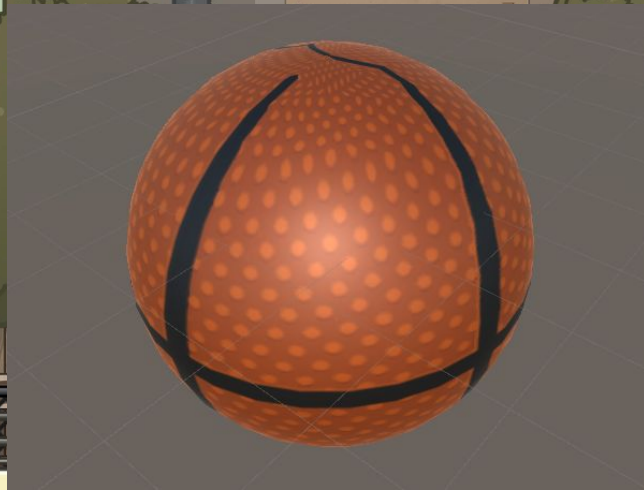
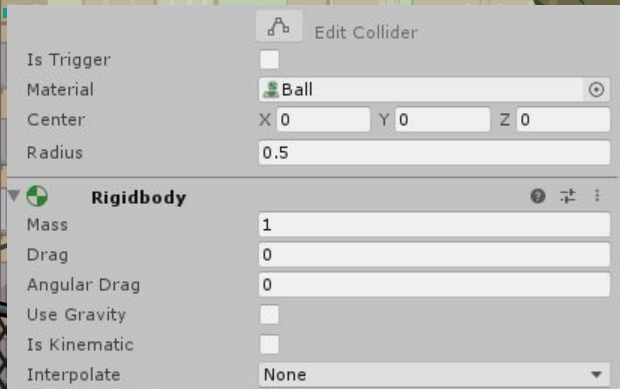


Marc Doctor

Gerard Marcos

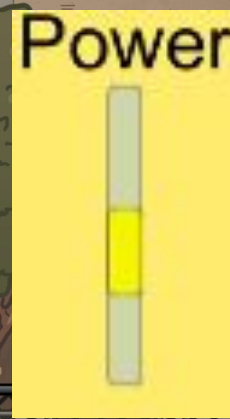
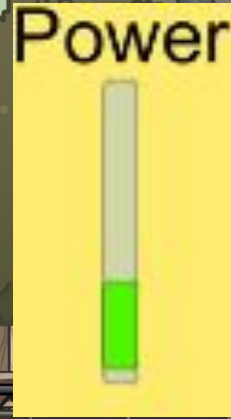
Guillem Sánchez

THE BALL & PHYSICS



- In front of camera
- Moves horizontally
- Physics mat = bounce

SHOOTING



- Press to stop ball
- Drag power to shoot
- Hit rim or basket
- Offscreen = new ball

POINT SYSTEM

```
void OnCollisionEnter(Collision collision)
{
    if (collision.collider.name == "Ball")
    {
        if (GameObject.Find("Ball").GetComponent<Ball>().ten_points == true)
            ScoreManager.score += 4;
        else
            ++ScoreManager.score;

        GameObject.Find("BallManager").GetComponent<BallSpawner>().NewBall(true);
    }
}
```

SCORE: 0

- Normal basket = 1P
- Bounce basket = 4P

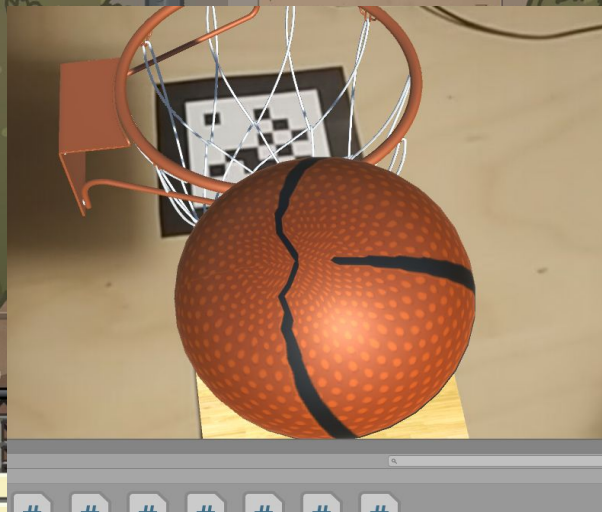
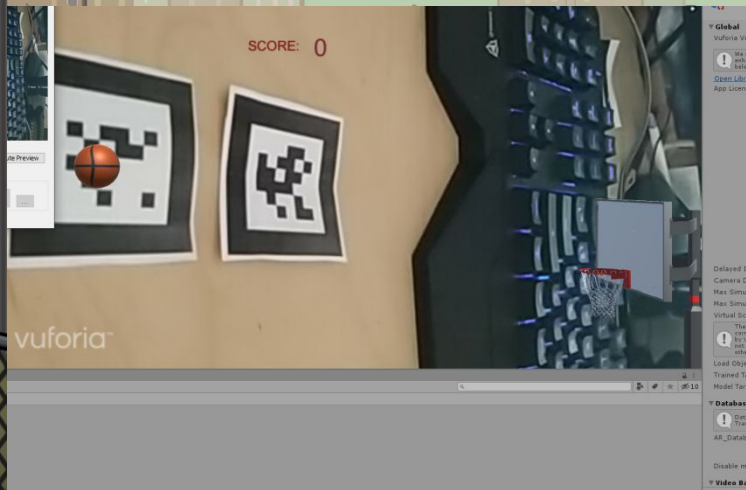
TIMER, UI

TIME: 60s

Final Score: 0

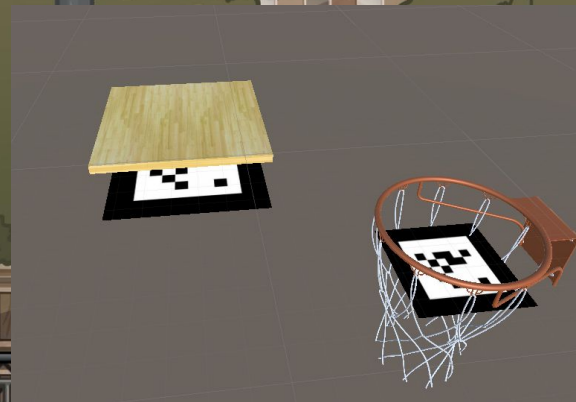
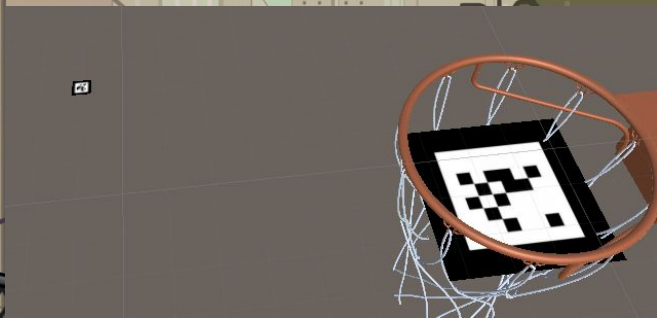
- 1 min total time!
- Power ScrollBar
- Basket pop-ups

SOLVED PROBLEM: 2D → 3D



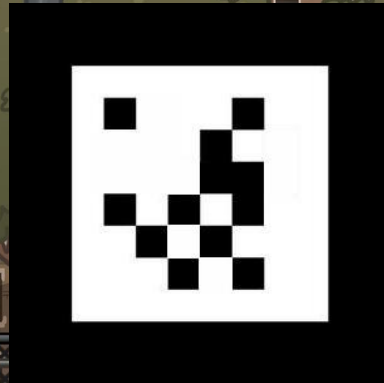
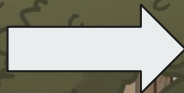
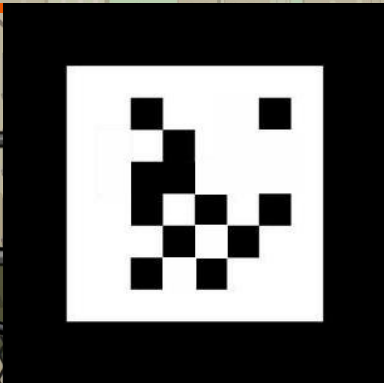
- 2D was a mess
- Doesn't work with AR
- Discarded 3D arrow

SOLVED PROBLEM: DEPTH



- World vs ARCamera
- UI, Ball...
- Markers size

SOLVED PROBLEM: FLIP



- Markers flipped axis
- Couldn't be detected
- Only in mobile camera

GAMEPLAY





THANKS

Marc Doctor

Gerard Marcos

Guillem Sánchez