CSE462/562 – Augmented Reality (Fall 2018)
Homework #1

Handed out: 7:00pm Tuesday October 2, 2018.

Due: 11:55pm Wednesday October 17, 2018.

Build an AR application (Using Unity + Vuforia) and publish the app. You can submit your app named yourfirstname_lastname_studentnumber_hw1.apk.zip. Extra credits will be given to those that publish the app in Apple Store or Google Play etc.

Your AR application should have the following:

- At least one stationary virtual object.
- At least one animated virtual object.
- At least one moving object.
- At least one textual virtual object.
- At least one virtual object mapping a single picture.
- At least one virtual object mapping and playing a video.
- At least a two-step scenario where the user is interacting with the virtual objects.
- At least one step involving the (user) selection of a virtual object.
- At least one step involving the (user) selection of a button to change scenarios.

Grading:

- 100 points for the correctly working app (should be shown to the instructor).
- 50 extra points for correctly working app that is published on one of the app stores.

Submission:

- Handin the apk with with name (yourfirstname_lastname_studentnumber_hw1.apk.zip).
- Do a demo to the instructor.
- [Extra credit] Submit the link where the app can be reached in playstore, appstore etc.