

XR DIY Project

Description: Now that you've completed the XR modules, it's time to design and create a unique project. You can create anything you choose as long as it satisfies the requirements listed below.

This is your time to create! Have fun with it.

Requirements: For this module, the only DIY project requirement is that your product must have some aspect of functionality. You should still check the grading rubric below to make sure your work covers those aspects, as well.

Deliverables: Submit a .zip file containing all of your build program components. Submit a unity package containing all your files as well. Do this by going to Assets - Exporting Package - Select all/Make sure Include dependencies is checked. Then click export. This may take awhile.

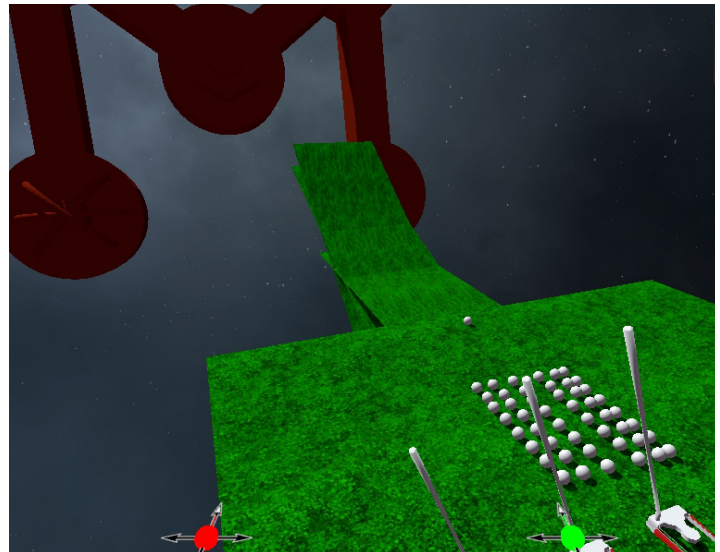
Grading: You will be graded as followed.

	0 \longleftrightarrow 10 pts		
Immersiveness	The program doesn't engage the user at all	The program creates an experience that could be realistic or entertaining	The program is fully immersive and utilizes the senses to give realism
Quality	There is little effort put into the program	The program looks ok and the models look decent	The program looks well, textures look well, all models are completed and look well.
Efficiency	The program can barely run on a VR capable computer	The program stutters/frame skips every once in awhile	Program runs extremely smoothly
Functionality	The user cannot interact or use the program to its intent	The user can do some of the intended features	Completely functional and useful
Creativity	The project had little creativity involved	The project had some creativity but was overall bland	Very creative implementation of the learned skills

Examples:



Augmented Reality Rocket Application
(Note this will require previous knowledge or research into AR/Phone development. Research Vuforia Tutorials if interested)



Virtual Reality Golf Emulator