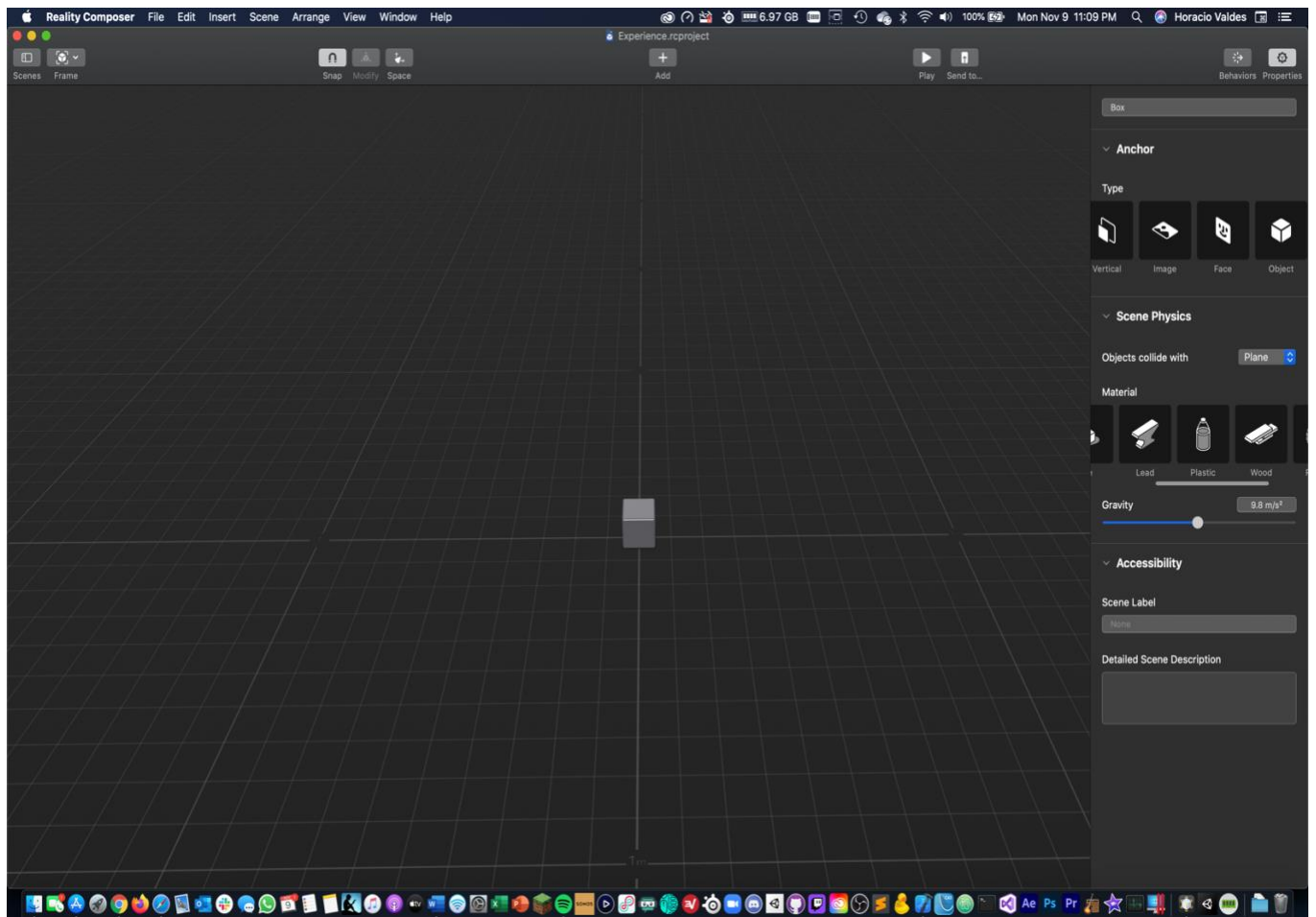


AR Arcade

Intro

The topic I'm interested in exploring is an AR arcade interaction. Where there are different "mini games" where the player can choose from. If possible, I want to explore Apple's AR kit with XCode. I'm interested in it, since it looks simple to use. If it's too complicated I will use Unity's AR Foundation. Some of the affordances I've seen in Apple's AR Kit is how simple it is to place objects and playtest. With AR Kit I could use a mix of vertical plane detection and image recognition and have different games with different object detections.



Research

Some games I researched are: Apple's AR arcade game at WWDC, AR basketball, and ARkd

Apple's AR arcade game at WWDC

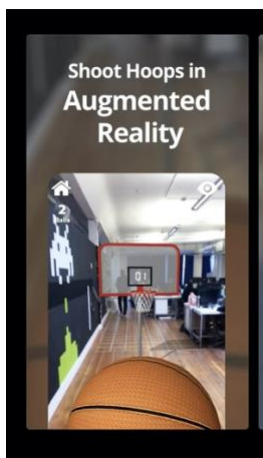
It's interesting how the bowling game took normal bowling and made it "compatible" with AR by making everything bigger.



<https://www.cnet.com/videos/apples-new-two-player-ar-arcade-game-at-wwdc-is-crazy/>

AR basketball:

This would be one of the minigames. This game is interesting since the player can place the hoop wherever they want or it can appear in front of the player.



ARkd

Features different minigames. Each minigame seems unique.



Methodology

I would like to make this AR arcade using Apple's AR Kit and reality composer. From what I've tested, it is pretty simple to add objects, and add physics. I still would have to learn how physics manipulation works. If using XCode and the reality composer gets too complicated I might use Unity and AR foundation instead.

ARKit

<https://developer.apple.com/augmented-reality/>

