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LM #7 Resources

- [Get Started with AR in Unity in 6 minutes!](#)
 - First tutorial followed, helped with grid mapping and placing objects
- [How to create an Augmented Reality App](#)
 - Simple starter tutorial
- [START MENU in Unity](#)
 - To make a HUD for score
- [Connect your Android to Unity - Unity Remote \[Tutorial\]\[C#\] - Unity tutorial 2019](#)
 - Connecting a phone to the laptop to export for Unity
- [How To MARKERLESS Augmented Reality App Tutorial for Beginners with Unity 3...](#)
 - Making an AR game that mostly takes place on the HUD
- [Unity tutorial: AR Indoor Navigation with Vuforia Engine - Workflow, data model & ...](#)
 - Indoor mapping and tracking, using a 3D scanned room
- [Unity Mobile Game Tutorial: How to Make Pokemon Go / AR Video Game](#)
 - Perfect guide for making a pokemon Go app.
- [Let's Make Pokemon Go Augmented Reality](#)
 - More pokemon Go App development
- [Unity3D Recreating Pokemon Go : Part 2 / The Catch](#)
 - More pokemon Go App development
- [Unity3D Recreating Pokemon Go : Part 3 / Storing The Pokemon](#)
 - More pokemon Go App development
- [Unity3D Recreating Pokemon Go : Part 4 / The GPS System and Spawning Poke...](#)
 - More pokemon Go App development
- [How to display score in AR \(Setup\) using Unity AR Foundation \(ARKit & ARCore\) ...](#)
 - A further, in depth look at scoring in AR
- [Points counter, HIGH SCORE and display UI in your game - Score points Unity tut...](#)
 - How to create a HIGH SCORE function for AR that stays local to a device
- [{ How to call a FUNCTION defined in ANOTHER SCRIPT in Unity } - Communicati...](#)
 - How to call functions and other defined programs from one script to another.
- [How To Access Variables From Another Script In Unity](#)
 - How to access a variable from one script to another in unity
- [How to make a Video Game in Unity - COLLISION \(E05\)](#)
 - Relearning the basics of object collision in Unity