



## TABLE of CONTENTS

<b>PREFACE</b> .....	iv
<b>ABSTRACT</b> .....	ix
<b>CHAPTER I</b>	
<b>INTRODUCTION</b> .....	1
1.1 Research Background.....	1
1.2 Research Problem.....	2
1.3 Research Scope.....	2
1.4 Research Objective.....	2
1.5 Research Advantage .....	3
<b>CHAPTER II</b>	
<b>LITERATURE REVIEW</b> .....	4
<b>CHAPTER III</b>	
<b>BASIC THEORY</b> .....	9
3.1 Augmented Reality .....	9
3.2 Plane Tracking.....	10
3.3 AR Foundation .....	12
3.4 Mobile Application Development .....	17
3.5 Figma.....	17
3.6 Unity 3D .....	18
3.7 Quantitative Data Analysis.....	19
<b>CHAPTER IV</b>	
<b>ANALYSIS AND DESIGN</b> .....	22
4.1 Research Description.....	22
4.2 Tools and Materials .....	22
4.3 Development Process .....	23
4.4 Planning.....	23
4.5 Design and Architecture .....	24
4.6 User Experience.....	25
4.7 Requirements Specification and Development .....	28
4.8 Feedback Mechanism .....	31
<b>CHAPTER V</b>	
<b>DISCUSSION</b> .....	33
5.1 Algorithm Analysis .....	33
5.2 Collecting Data.....	36
5.3 Data Analysis .....	38
<b>CHAPTER VI</b>	
<b>CONCLUSION</b> .....	46
<b>REFERENCES</b> .....	47
<b>ATTACHMENT A</b>	
<b>SOURCE CODE</b> .....	49
A.1 Object Controller .....	49
A.2 UI Controller – Task Lists Variables .....	49
A.3 Base Game Manager – Initiate Rotation Slider Value .....	49



A.4	Base Game Manager – Variables .....	50
A.5	Base Game Manager – InteractWith Method.....	50
A.6	Base Game Manager – StartProgress Method.....	50
A.7	Base Game Manager – StartDisassembly method.....	51
A.8	Game Manager – ProgressAction method.....	51