**1.INTRODUCTION**

This documentation provides the entire details of the project contents, basic information about the project, the services, differentiates the existing system with the proposed system and also concentrates on the future enhancement by providing a prototype which can be applied to any product.

Sphoorthy’s Project Board provides a easier way to access the implemented projects which are done in our college. This is implemented using the “Augmented Reality” Technology which helps our coming juniors to visualize the projects and also help them by letting them know the extensions possible for a respective project.

This will not only help juniors but also to the faculty members which can suggest for better projects to their students.

1. **LITERATURE SURVEY**

**2.1 Abstract:**

In the current times of digital world, the education institutes try to do various projects with students containing different platforms, technologies and tools etc. As time goes by many ideas being executed where this data can also be helpful to the coming students which will give as reference and also used them to give further extensions. Hence we are here to develop a proper system to fulfill the above requirements.

**2.2 Keyword-**

* Augmented Reality on Mobile Devices

**2.3 Introduction**

**2.3.1 Purpose:**

The problem that we faced while finding ideas for the sake of doing Degree was that most of the ideas were already implemented by the seniors, by others or already being placed on internet. Some students who want to find the reference to find ideas could not always find a proper way of finding the best idea as soon as possible because they have to search whether it has been already implemented or whether it has any further implementation or a module to be added or it truly feasible or not. The students also take more time to find a right idea which may not be obtained in all the situations. They also tend have doubts while extending the previous project where some of them rarely communicate with the people who developed the project**.**

**2.3.2 Introduction to Augmented Reality:**

AR brings about an interactive experience, but aims to supplement the real world, rather than creating an entirely artificial environment. Here we are going to use an AR app to showcase the best project via scanning the logos of the projects to show the information about the project. This can help the showcasing the information in an innovative way and also to reduce usage of paper where the description can be implemented in app rather than the using paper to describe the project

**2.4 Literature survey**

During our survey we have used two types of validation methods. They are

* Online Suggestion Form (Used google form)
* Personal Form

**2.4.1 Background knowledge of topic**

When the students start collecting the ideas for the only few students able to get the right idea at very short time. Others tend to collect the ideas via various sources like web, friends and their seniors. When they select an idea and they don’t know whether it is already implemented or not. If implemented they again have to start searching for a new one or try to find an appropriate extension for the present project.

* + 1. **Approaches others used**

Majorly the students tend to collect the ideas via web sources, seniors help and etc. The web applications display’s or show the already executed projects by where some show the abstract and videos of the final output but only few applications show the proper way to preparing the complete a project in a rightful manner.

**2.4.3 What are the gaps in the present system.**

There were times where the students are wanted to know that if their current project ideas is already being implemented or not where the answer may not be accurate in all times. Sometime the faculties also tend to know if the idea is already implemented or not to remove the redundancy.

* + 1. **Difference’s that we make**
* Build a unified system to access the all the ideas that were previously executed IN OUR COLLEGE
* Provide a small board where students can scan some of the best projects
* Provide clean and graphical interface for the types of projects executed
* Provide the additional details about the project idea which can help upcoming students while ideation process and simplify the searching process
  + 1. **Placing in current context**

There are web platform and android application to complete the required system to provide the universal and the free access of the system that we intended to develop.   
Apart from the web we also intended to develop a board where the students can able to scan some of the best projects of out college

**2.5 PROS and Scope of our Project**

**Students**

* Ideas can be found at very moment
* Domains selection for an idea can be made easier
* They don’t have spend money on random websites while searching for idea
* Time saving during searching process
* Get or implement new extension on existing projects
* Domain Information can be obtained freely

**Faculty**

* + Verify whether ideas are not redundant or not
  + Maintaining a unified system about the projects made

**Head of Departments**

* Collect a report of projects being done by the students every year
* Keeping a digital system rather than using the third party application

**Management**

* Showcasing the best Project from all departments
* Storing the projects

**2.6 CONS of our Project**

* Regular maintenance of the system
* Storage may run out as the projects increase
* Version can be changed frequently
* Thus the app update may be frequent

**2.7 CONCLUSION:**

Hence we conclude that the project is very useful in the real time implementation with a great amount of data and with a good speed of the application which suits every user needs.