Time table: ARCampus Navigation

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Task	Subtask(s)	Deadline	Status
Research automated positioning system		08.05	Done
	Get information about nearby Wi-Fi signals	08.05	Done
	Research existing Wi-Fi distance tools	08.05	Done
	Research methods for orientation finding	08.05	Done
	Research gyro compass and possible applications with smartphone sensors	08.05	Done
Research marker-based approach		06.06	WIP
	Note information of room plates on floor 3, west – including location, size and picture	17.05	Done
	Detect real-world marker input and match them with digital marker within Unity	21.05	Done
	Use one test marker to adjust positioning and orientation within Unity	01.06	Done
	Make navigation mesh dynamic	06.06	WIP
Extend marker-based localisation to one floor		TBD	Upcoming
	Model the floor walls of one whole floor	14.06	Done
	Place marker in model	26.06	WIP
	Adjust marker placement with real-world data	26.06	Upcoming
	Identify problems and plan for a strategy to remove them	TBD	Upcoming

Develop tracking improvement methods		TBD	Upcoming
	Research canny-edge detection and Hough transformation	27.06	WIP
	Implement first computer vision algorithm with debugging visualizations	27.06	WIP
Extend 3D model of the campus to full size		TBD	Upcoming
Develop AR-navigation elements		TBD	Upcoming
	Research turn-by-turn navigation		Upcoming
Develop UI interfaces		TBD	Upcoming
	Speak with Joel for unified AR Campus design	21.06	WIP
	Look into sound design		Upcoming
Write documentation		TBD	Ongoing
			Deadline: TBD