COSC 4P02

Software Engineering II

Project Proposal

Group Members:

Parth Bhaveshbhai Patel - pp19oo

Akshar Patel - ap18zr

Naitik Hareshbhai Chovatiya - nc18us

Aum Pandya - ap19xt

Anishka Shetty - as18cq

Darshakkumar Bambharoliya - db18hn

Sneh Patel - sp18oo

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Executive Summary

Museums have had the same business model for the last 50 years. Throughout the years, there have been great improvements in security, preservation, and restoration technologies for artifacts. This has allowed us to continue to study the past. However , the overall experience of visiting a museum has not changed. Majority of the information on the artifacts has been stored in books sold at the museum's store. We propose a solution to improve that.

Our proposed method uses Augmented Reality (AR) technology to improve the experience and increase the amount of customers. Using AR we will provide additional information and context about the artifacts. For example, a picture of Sir Isaac Brock would provide information on what type of Officer he was, what wars he participated in, and more. Additionally, our proposed method can create virtual tours and online exhibitions for people and can have a story narrated by people who experienced those events. By doing this we would be able to entertain a wider audience, including people with disabilities, and people who are looking for new experience. Furthermore, our method can be used for educational purposes as it makes the educational experience more interactive for students. By increasing educational experience for students we can help them spark interest in history. In conclusion, our proposed method uses AR technology to enhance the visitors experience, increase engagement, and promote educational accessibility.

Roles

- Parth: Developer, Product Owner
- Naitik: Developer, Scrum Master
- Sneh: Developer
- Darshak: Developer
- Anishka: Developer
- Aum: Developer
- Akshar: Developer, Product Owner

  **Every dev takes care of writing their own test cases for what they work on and create documentation as they work on their parts

Github

Organization: COSC-4P02-Team-REX

Software Engineering Process

For this project, we are going to use Scrum methodology which is an agile incremental development. AR application development is best suited to an iterative approach to work in teams with specific goals. Moreover, since developing the project needs constant review, refactoring, performance evaluation, documentation, testing, and integration. As Scrum methods use a series of sprints to manage the project effectively, this makes it an ideal choice for us as well as it can better conform to our team and we can always reorganize our approach. As different people can work on different parts of the project and also help others, which boost productivity and remove blockers.

Scrum Meetings Schedule

2 week Sprints starting on Monday's
Daily Stand-up Meeting: 10:30 pm-10:45 pm
Sprint Retrospective, Sprint Demo, & Sprint Planning for next sprint: every other Sunday

Time Table

Week	Goals for task completion
0 (Jan 8 - Jan 14)	- Team creation - Finalizing the project topic - Brainstorming - Role Allocation
1 (Jan 15 - Jan21)	- Project Proposal - Project Architecture - Github/Workspace Setup - Training - Museum Visit for collecting user requirements - UI/UX Design
2 (Jan 22 - Jan 28)	- Sprint 1 Starts - Finalizing UI/UX - Requirements documents - Product Backlog - Start 1st sprint
3 (Jan 29 - Feb 4)	Starting Development
4 (Feb 5 - Feb 11)	Sprint 2 Starts
5 (Feb 12 - Feb 18)	Development
6 (Feb 19 - Feb 25)	Sprint 3 Starts
7 (Feb 26 - Mar 4)	Development
8 (Mar 5 - Mar 11)	Sprint 4 Starts
9 (Mar 12 - Mar 18)	Development
10 (Mar 19 - Mar 25)	Sprint 5 Starts
11 (Mar 26 - Apr 1)	Development
12 (Apr 2 - Apr 8)	Sprint 6 Starts
13 (Apr 9 - Apr 15)	User Testing and completing documentation
14 (Apr 16 - Apr 22)	Continue Testing and Documentation
15 (Apr 23 - Apr 29)	Submission/Presentation Week