Resources:

* Utilize unity to emulate the user dream setup
* Work on backend 5 days per week

Project road map:

* September 7 – October 11: work on menu to design room
* October 12 – November 17: polish the project
* November 18 – December 15: Finish the project(hopefully)

Delivery:

* The project assists people who struggle with designing or visualizing their room
* The project can help people re-organize their room (saving time and show the vision of the user)

System-requirement:

* Allow user to put multiple furniture
* Create application that don’t utilize large amount of storage
* Application must be simple and easy to use
* Able to save information for the user

Software-requirement: