Project Plan
GRAP

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0.1   Project Description

The project aims on developing an application for smartphones using the Android operating system. The application should be able to display a 3D representation of the class rooms. In addition the availability of the class room should be visible by displaying the time table for that room. To trigger the application with the right room, QR-Codes are used.

0.2   Scope

The scope covers the presentation of timetables when entering a class room. The app is only made available for Android phones. The app is using virtual reality, not augmented reality.

0.3   Ressources

Devices To make this project work three virtual realitity devices, namely Google CardBoards, are available.

Models 3D models of the class rooms are made available from an external project, either by the contact of Marcus van Emmerik at Phillips or by the former minor project 'virtual campus'.

IDE Google CardBox projects are developed using Android Studio 1.4.1, including the Android SDK and the CardBoard SDK for Android.

0.4   Time Planning

The project starts at 2015-11-11 and ends with a final presentation of the results on 2016-02-24. The following chart shows the details of the time planning.
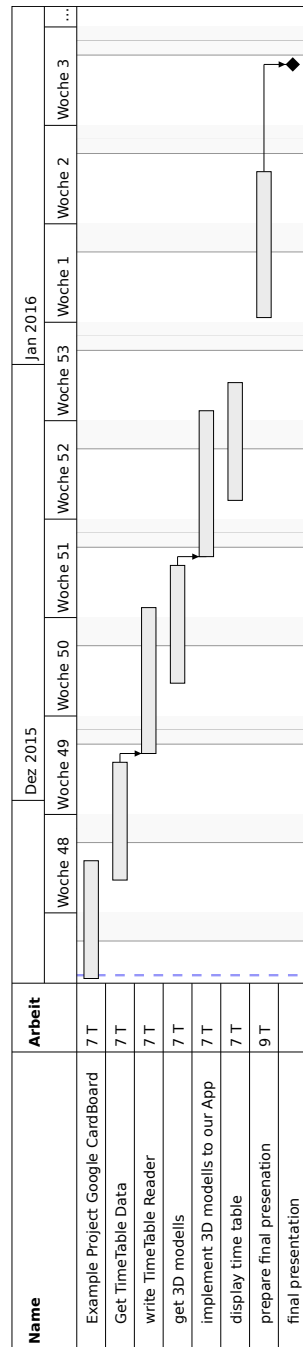
Name	Arbeit	Dez 2015						Jan 2016			
		Woche 48	Woche 49	Woche 50	Woche 51	Woche 52	Woche 53	Woche 1	Woche 2	Woche 3	...
Example Project Google CardBoard	7 T										
Get TimeTable Data	7 T										
write TimeTable Reader	7 T										
get 3D modells	7 T										
implement 3D modells to our App	7 T										
display time table	7 T										
prepare final presenation	9 T										
final presentation											

Figure 1: Time planning