

# ARToon

**Covaci Adrian-Claudiu – Grupa 343**

**Deak Andrei – Grupa 343**

**Grigore Mihai Alex – Grupa 334**

**Jidovin Cristina – Grupa 343**

**Roșca Maria-Alexandra – Grupa 342**

**Sibiceanu Robert-Ionuț – Grupa 344**

**Szmeteanca Eduard-Gabriel – Grupa 332**

## Procesul de dezvoltare software

- **User stories (minim 10), backlog creation**

User stories:

- 1) Ca utilizator, doresc o interfață simplă și ușor de folosit.
- 2) Ca utilizator, doresc să pot alege dintre mai multe opțiuni pentru înfățișarea personajului virtual.
- 3) Ca utilizator, vreau să pot alege o persoană pe care personajul o va imita.
- 4) Ca utilizator, doresc să pot înregistra animația văzută pe ecran.
- 5) Ca utilizator, vreau să pot face personajul să înghețe pe loc.
- 6) Ca utilizator, vreau să pot face personajul să dispară și să reapară.
- 7) Ca utilizator, doresc să pot controla personajul virtual prin mișcări simple, în orice moment.
- 8) Ca utilizator, doresc să am opțiunea de a vedea personajul virtual în oglindă.
- 9) Ca utilizator, doresc să pot reveni la meniu în orice moment, atunci când mă aflu în aplicație.
- 10) Ca utilizator, vreau să am posibilitatea de a porni aplicația cu sau fără sunet.

Link-uri:

User stories

<https://github.com/deakandrei/XRproject/issues?q=is%3Aopen+is%3Aissue+label%3A%22user+story%22>

Issues

<https://github.com/deakandrei/XRproject/issues?q=is%3Aissue+is%3Aclosed>

Milestones

<https://github.com/deakandrei/XRproject/milestones?state=closed>

Project Kanban

<https://github.com/deakandrei/XRproject/projects/1>

- Design/arhitectură/UML

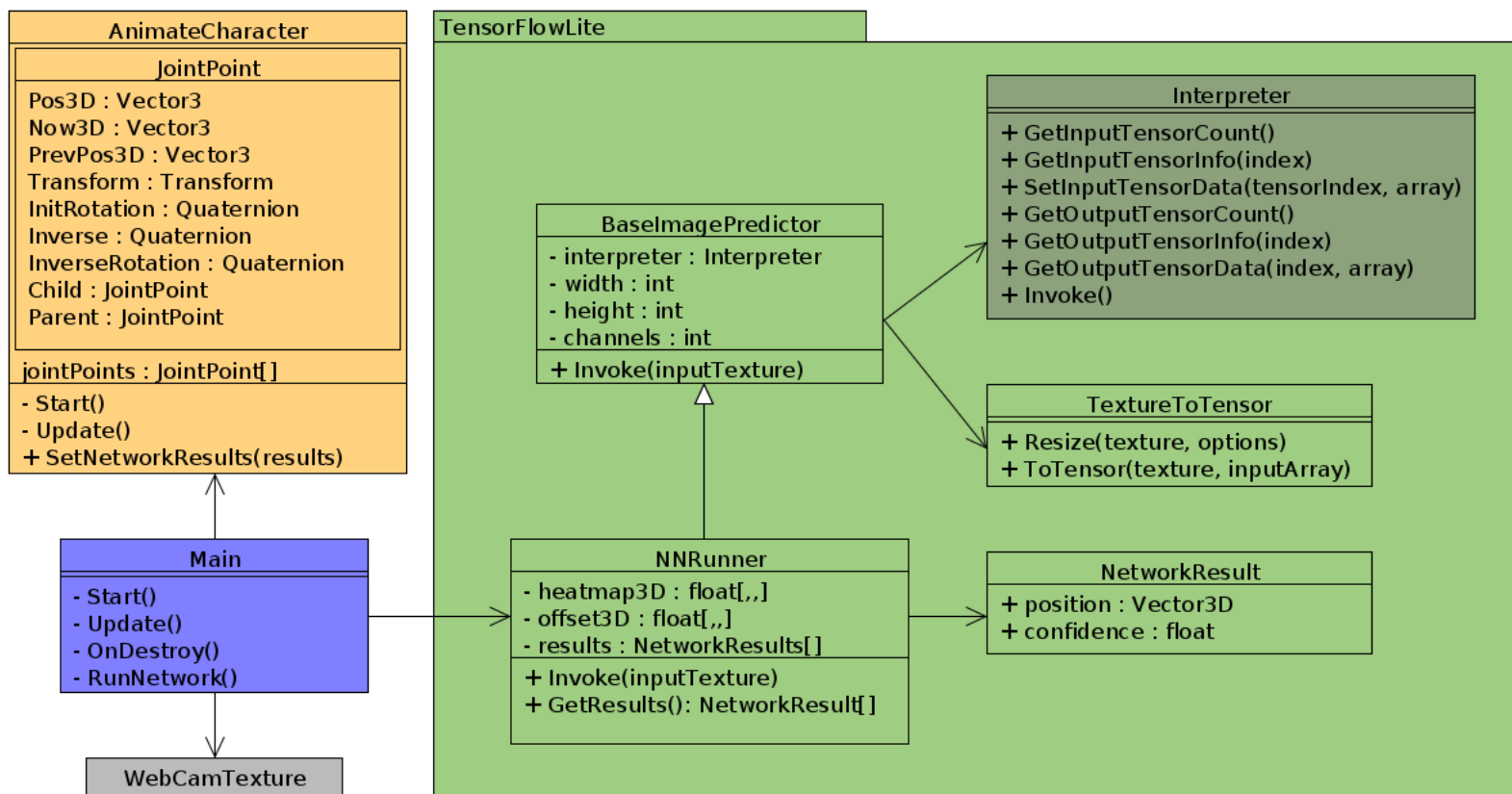
Arhitectură:

- monolitică
- întreaga aplicație rulează pe device-ul utilizatorului
- avantaje:
  - ✓ Performanță
  - ✓ Scalabilitate
  - ✓ Securitate

De ce nu client-server?

- depinde de calitatea conexiunii la internet
- costuri suplimentare pentru menținerea serverelor

UML:



Design:





- **Source control (branch creation, merge/rebase, minim 10 commits)**

Branch-uri:

<code>screen2_1</code>	Updated last month by sz-eduard	<div><div></div><div>59   5</div></div>	<a href="#">New pull request</a>	
<code>avatar_only</code>	Updated last month by sz-eduard	<div><div></div><div>59   5</div></div>	#30 <a href="#">Closed</a>	
<code>unity_chan</code>	Updated last month by GrigoreMihai	<div><div></div><div>59   2</div></div>	<a href="#">New pull request</a>	
<code>basic_animations</code>	Updated 2 months ago by RoscaAlexandra	<div><div></div><div>64   1</div></div>	#29 <a href="#">Closed</a>	
<code>ui</code>	Updated 2 months ago by Cristina-chan	<div><div></div><div>64   1</div></div>	<a href="#">New pull request</a>	
<code>clean</code>	Updated 2 months ago by Cristina-chan	<div><div></div><div>64   0</div></div>	#28 <a href="#">Merged</a>	
<code>remove_binaries_from_repo</code>	Updated 2 months ago by deakandrei	<div><div></div><div>62   2</div></div>	#27 <a href="#">Closed</a>	
<code>alex</code>	Updated 2 months ago by RoscaAlexandra	<div><div></div><div>63   0</div></div>	#22 <a href="#">Merged</a>	
<code>character_animation</code>	Updated 2 months ago by Cristina-chan	<div><div></div><div>68   1</div></div>	#23 <a href="#">Closed</a>	
<code>architecture_documents</code>	Updated 3 months ago by Cristina-chan	<div><div></div><div>68   0</div></div>	#20 <a href="#">Merged</a>	
<code>develop</code>	Updated 4 months ago by deakandrei	<div><div></div><div>70   0</div></div>	<a href="#">New pull request</a>	

<code>fix_new_characters</code>	Updated 3 days ago by RoscaAlexandra	<div><div></div><div>20</div><div>0</div></div>	#49	Merged	
<code>automated_tests</code>	Updated 3 days ago by deakandrei	<div><div></div><div>22</div><div>0</div></div>	#46	Merged	
<code>camera-and-characters</code>	Updated 4 days ago by RoscaAlexandra	<div><div></div><div>23</div><div>0</div></div>	#47	Merged	
<code>edi</code>	Updated 4 days ago by deakandrei	<div><div></div><div>24</div><div>0</div></div>		New pull request	
<code>new_characters</code>	Updated 4 days ago by Cristina-chan	<div><div></div><div>32</div><div>0</div></div>	#44	Merged	
<code>rotate_camera</code>	Updated 5 days ago by deakandrei	<div><div></div><div>35</div><div>0</div></div>	#43	Merged	
<code>camera_arcore</code>	Updated 5 days ago by Cristina-chan	<div><div></div><div>41</div><div>14</div></div>		New pull request	
<code>camera_format_conversion</code>	Updated 6 days ago by deakandrei	<div><div></div><div>41</div><div>10</div></div>		New pull request	
<code>camera_fix</code>	Updated 6 days ago by Cristina-chan	<div><div></div><div>41</div><div>8</div></div>		New pull request	
<code>refactoring_v2</code>	Updated 7 days ago by deakandrei	<div><div></div><div>43</div><div>13</div></div>	#41	Closed	
<code>fix_characters</code>	Updated 8 days ago by Cristina-chan	<div><div></div><div>43</div><div>0</div></div>	#40	Merged	
<code>posenet-android</code>	Updated 8 days ago by deakandrei	<div><div></div><div>71</div><div>26</div></div>		New pull request	
<code>posenet-rebase</code>	Updated 8 days ago by deakandrei	<div><div></div><div>48</div><div>2</div></div>		New pull request	

## Commits:

last pers



RoscaAlexandra committed on Apr 4



b910ab7



Merge pull request #20 from deakandrei/architecture\_documents ...



RoscaAlexandra committed on Apr 4

Verified



c9ea242



Commits on Mar 22, 2020

Added final raport



Cristina-chan committed on Mar 22



f816f0b



Commits on Mar 11, 2020

Merge pull request #11 from deakandrei/architecture\_documents ...



deakandrei committed on Mar 11

Verified



b1f823c



Commits on Mar 1, 2020

Added template for the report needed for the first presentation. ...



deakandrei committed on Mar 1



15a8a5f



Commits on Feb 22, 2020

Initial commit



deakandrei committed on Feb 22

Verified



a1ca613



Updated the Tensorflow Lite libraries.



deakandrei committed 16 days ago



471ef65



Modified low pass filter parameters and ran the network in a coroutine.



deakandrei committed 16 days ago



06510f2



Added skeleton for debugging



Cristina-chan authored and deakandrei committed 16 days ago



ff05f36



Changed PoseNet to a 3D pose estimation MobileNet



Cristina-chan authored and deakandrei committed 16 days ago



fcddc10



Added directional light to render Unity-chan properly.



deakandrei committed 19 days ago



588e1cc



Added Unity-chan character in scene



Cristina-chan authored and deakandrei committed 21 days ago



4d8869e



Commits on Jun 9, 2020

Rotated the camera corectly.


 deakandrei committed 3 days ago



a9b77f3



Test camera rotation.

 deakandrei committed 3 days ago



5ba061f



Commits on Jun 8, 2020

Merge pull request #42 from deakandrei/camera-and-characters ...

 Cristina-chan committed 4 days ago


Verified



ccdcc63



Sound section added


 RoscaAlexandra committed 4 days ago



d27a61b



Game button, andorid icon


 RoscaAlexandra committed 5 days ago



5786477



Interface updates

 RoscaAlexandra committed 5 days ago



04450a8



Added video recorder

 RoscaAlexandra committed 22 hours ago




3de5df2



Commits on Jun 11, 2020

Freeze/Play added

 RoscaAlexandra committed yesterday



d04f4f7



Commits on Jun 12, 2020

Merge pull request #51 from deakandrei/working\_app ...

 deakandrei committed 40 minutes ago

Verified



9be445f



Merge branch 'master' into working\_app

 Cristina-chan committed 8 hours ago

Verified



400f740



Moved characters lower in scene

 Cristina-chan committed 8 hours ago



89825b5



Made characters bigger in scene


 Cristina-chan committed 9 hours ago



bf44b5d



Merge pull request #46 from deakandrei/automated\_tests ...

 deakandrei committed 10 hours ago

Verified



afb39b6



Added camera permission check

 Cristina-chan committed 10 hours ago



dd110b5



Removed TextureObject

 Cristina-chan committed 10 hours ago



563c3d4



Removed skeleton from scene


 Cristina-chan committed 10 hours ago



3bf93ea



Fixed Asobi display

 Cristina-chan committed 11 hours ago



32f6a8b





Link-uri:

Branch-uri

<https://github.com/deakandrei/XRproject/branches>

Commits

<https://github.com/deakandrei/XRproject/commits/master>

Pull requests

<https://github.com/deakandrei/XRproject/pulls?q=is%3Apr+is%3Aclosed>

- **Teste automate (unit sau integration)**

- Unity Test Framework

- Am verificat integrarea dintre Unity și Tensorflow Lite pe Android, rulând o rețea cu input-uri random, pentru a vedea dacă apar erori de execuție.

- Am verificat dacă redimensionarea imaginii este făcută corect, pentru a respecta formatul input-urilor rețelei.

Link-uri:

<https://github.com/deakandrei/XRproject/commit/4adbe940a41af6939c81a70f03cd8b3f33d4e956>

<https://github.com/deakandrei/XRproject/commit/7df99b147a2a2bacb76832acab63213219767914>

- **Bug reporting**

Link:

<https://github.com/deakandrei/XRproject/issues?q=is%3Aissue+is%3Aclosed+label%3Abug>

- **Design patterns**

Singleton

- NNRunner - clasa în care rulăm rețeaua - necesită o cantitate mare de memorie

- Ne asigurăm că rețeaua este încărcată o singură dată

Link:

<https://github.com/deakandrei/XRproject/commit/15c5049346be70531a131e58f4a5b5008d33816b>

- **Refactoring**

Link-uri:

<https://github.com/deakandrei/XRproject/pull/41>

[https://github.com/deakandrei/XRproject/tree/refactoring\\_v2](https://github.com/deakandrei/XRproject/tree/refactoring_v2)

[https://github.com/deakandrei/XRproject/tree/code\\_cleanup](https://github.com/deakandrei/XRproject/tree/code_cleanup)