# Brainstorming requirements for an Augmented Reality application

* An application that benefits customers, I want to create something that has real world impact and a use case outside of a university project.
* Must be a concept that is actually implementable, not too outlandish or optimistic in complexity, has to be feasible.
* Has to incorporate AR in a way that customers of restaurants have an enjoyable experience and aren’t left with a headache.

# Functionality

Since the application will be a menu for restaurants, functionality has to be made to digitalize their menus into one space (my application) and allow end users to scroll through a list of menus and select the ones they want.

* Should have a scroll bar/wheel of menus to select
* Augmented Reality menu should be different for each restaurant/café.
* Sub-categories within each menu (for item types, such as main meals or desserts or tasters).
* Images attached to each item that can be selected from the menu to view the relevant item
* Ability to place items down on a table / location so that users can see what their order will look like
* Use markerless AR instead of traditional QR code based markers
* Moveable items (not fixed in one position) that can be scaled to fit the users preference
* Perhaps rotatable items? (would require research into specific x,y,z values as coordinates or a coordinate system)
* Home Page – to display our menus
* Help page? Maybe to show how to use the app since AR is still a new technology
* Maybe user accounts? – Will also mean database implementation?
* Maybe search page?

# User Interface

* Should be simple, too many pages might confuse the end users and make it unclear where to find augmented reality menus from
* Should keep page count to 2-3 (3 including the AR menu pages where they load up separately).
* Text on help page or home page shouldn’t clash with background
* Food related background image to tie in with application theme, adds to the finished product
* Home button and help page button in a navigation bar system (at the bottom of the phone just like Android devices do) – perhaps code in a way to hide androids native navigation bar when the application is loaded