Contents

Chapter 1

Research

1.1 Related Projects

After gathering requirements from our client we decided to try and find applications with a similar design or feature set, to decide on a simple way to build the overall systems architecture and refine the initial requirement that we got from the client. However, there did not seem to be much on the market that matched the clients full description i.e. a system at allows a normal user to tag virtual reality videos, with text, html, audio . . . , and then allows them to play those tagged videos back on a mobile device such as the Samsung Gear VR. The closest I could find to an app that fulfilled the clients specification was an application called "ThingLink" at `http://demo.thinglink.com/vr-editor` but the ability to edit video comes out to around 125 per user per month which is prohibitively expensive for charity work as well as that there is no guaranty that the off the shelf software can be updated to fit all of the clients needs as requirements change. But ThingLink did give us the idea to create a Client/Server application that would export datafiles that any client could use. And in the tradition of other android file formats we decided the best thing to do would be to use a renamed zip file with a metadata file inside it.

Chapter 2

Design and Implementation

2.1 Design

2.1.1 Server Design

2.1.2 Client Design

Chapter 3

Compatibility + Response Design Testing