2.0 Requirement Specification

2.1 Functional Requirement

2.1.1 Download mobile apps

- User should be able to download PintARVR apps from PintARVR website.

2.1.2 Choose Mode

- There are three mode available that can be choose by user

2.1.3 Virtual Reality mode

- User can use virtual reality mode with virtual reality device such as Google VR Cardboard

2.1.4 Augmented Reality mode

- User can use augmented reality mode and scan image target that can be obtain from PintARVR website.

2.1.5 3D Tour mode

- User can control view and movement by using control button on the screen interface

2.2 Non-Functional Requirement

2.2.1 Performance

- Mode can be access instantly after selected

- Scanning image target for augmented reality fast and accurate.

2.2.2 Environmental

- Augmented reality can be used without even use of paper for image target.

2.2.3 Availability

- PintARVR available 24/7 even when it is not connected to the internet.

- PintARVR website can be access with 99% uptime.

2.3 Hardware and Software Requirement

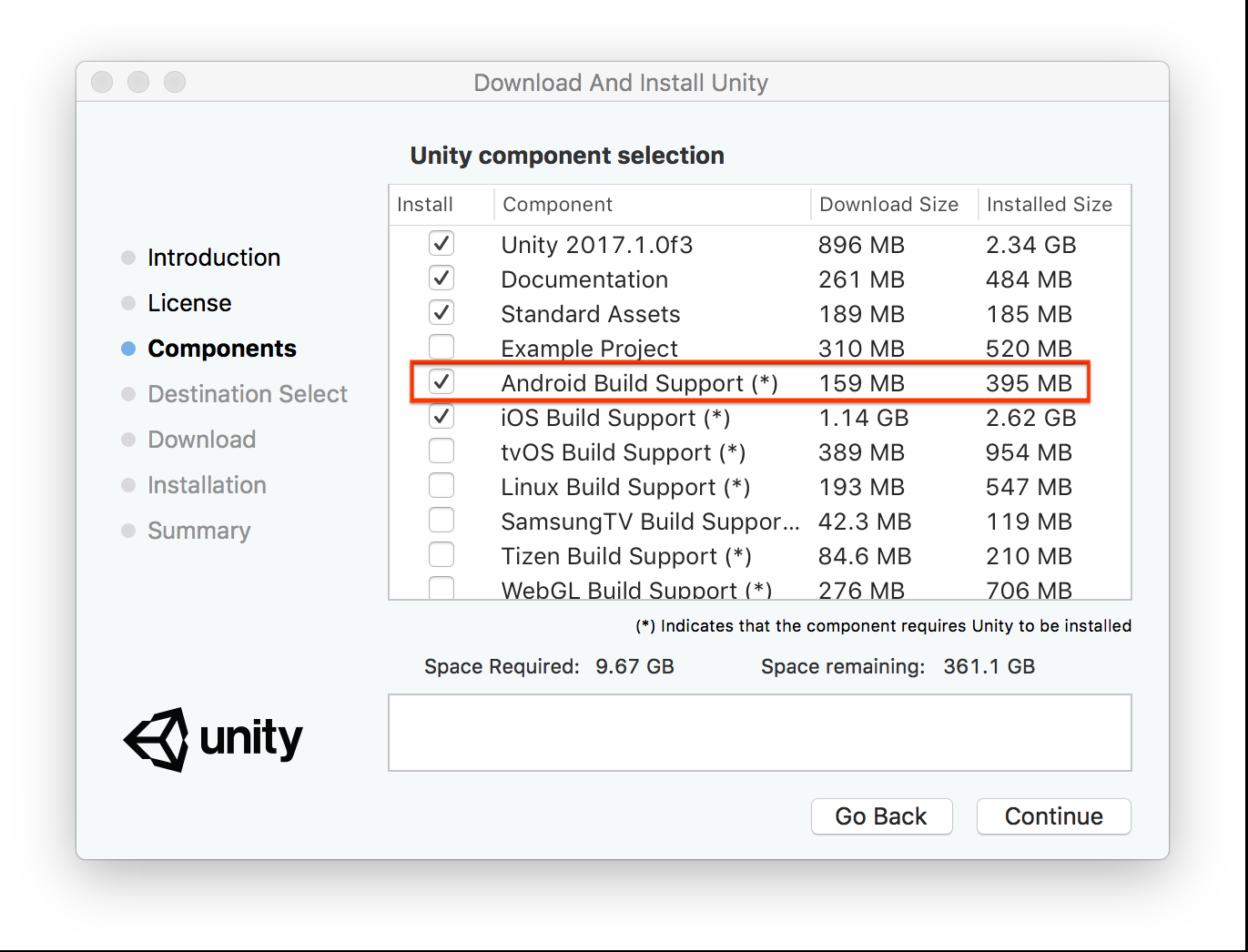
|  |  |
| --- | --- |
| Hardware | Minimum Requirement |
| Laptop | Intel i5 Processor, 4 GB RAM |
| Smartphone | Android (4.4 or higher) |
| VR Cardbox | Two lenses |

|  |  |
| --- | --- |
| Software | Minimum Requirement |
| SketchUp | Intel i5 Processor, 4GB RAM |
| Unity |
| Java SDK | JDK 1.8.0 |
| Vuforia SDK | Latest version |
| Google VR SDK |

2.4 System Configuration

2.4.1 Install Unity

Make sure that the Android Build Support component is selected during installation.



2.4.2 Install Java JDK

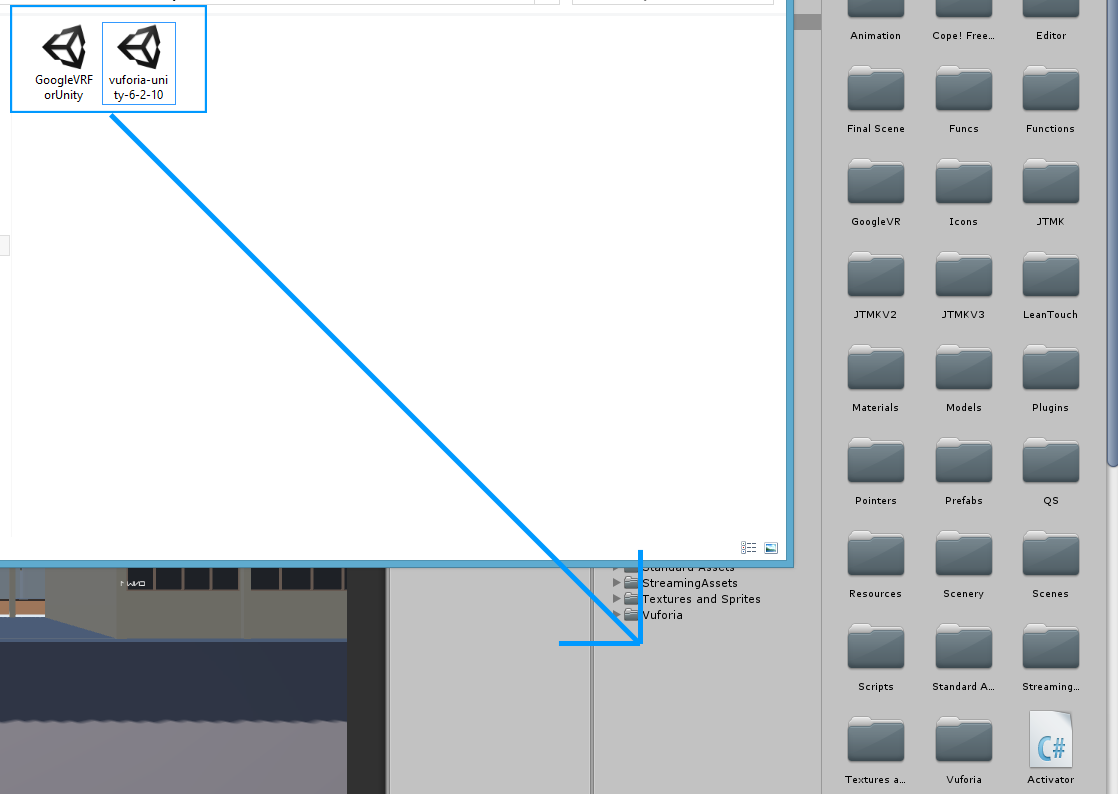
The installation process starts. Click the Install button to accept the license terms and to continue with the installation



A few brief dialogs confirm the last steps of the installation process; click Close on the last dialog. This will complete Java installation process.

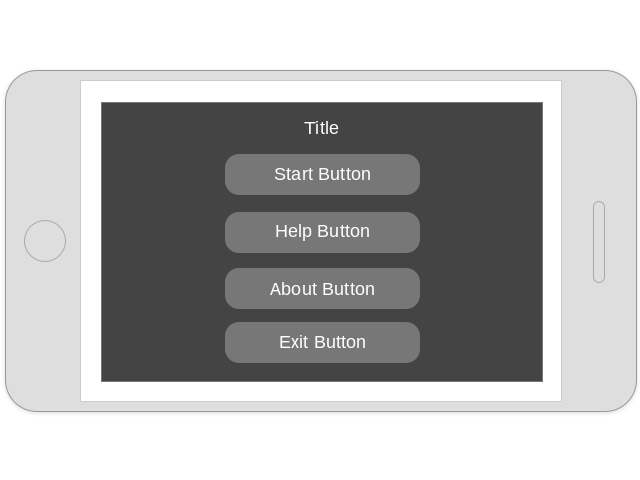
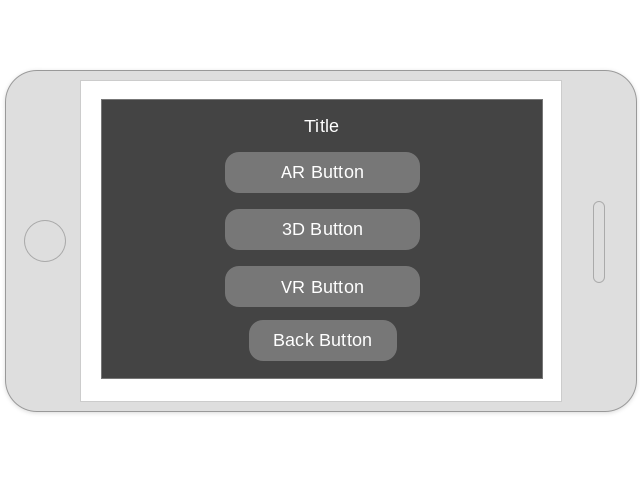


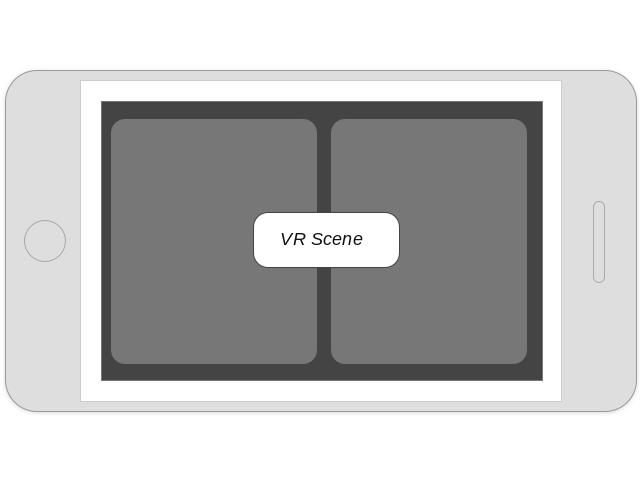
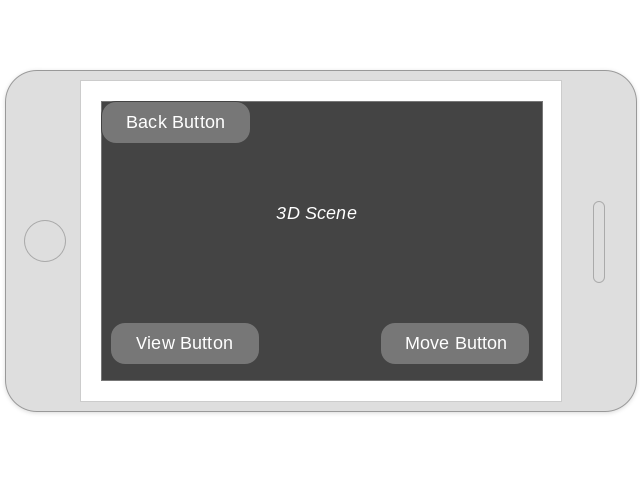
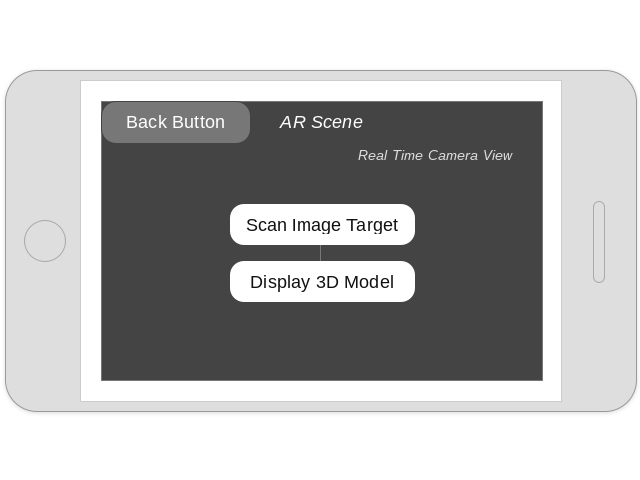
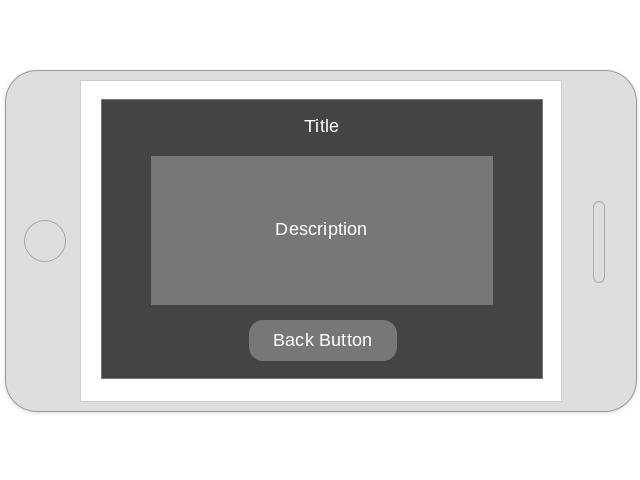
2.4.3 Import Vuforia SDK Package and Google Cardboard VR SDK Package for Unity



3.0 Final Design

3.1 Logical Design



3.2 Physical Design











7.0 References

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