Anatomy of the Skeleton

Final Report – Documentation

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Programming for Mobile Devices

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1.Abstract

In this report you can find the description of the app, what lead to the making of this app and who can use this app, as well as other similar apps and what can you find in this app that's different from the others.

2.Goal and Users

The goal of this app is to help the users study for their anatomy classes. The users of this app would be high school students as this app's main focus is on the human skeleton. Considering that the users are high school students, the app has a brighter and colorful user interface.

3.Introduction

Human Anatomy is a well-known subject in high school biology and the human skeleton is part of that subject. The only problem is that the students are not motivated to learn about the skeleton. That's why this app came to mind. It is colorful so the students would be attracted to the app, it contains 3d models of the bones for a better understanding of the skeleton and it contains a test to check the level of knowledge.
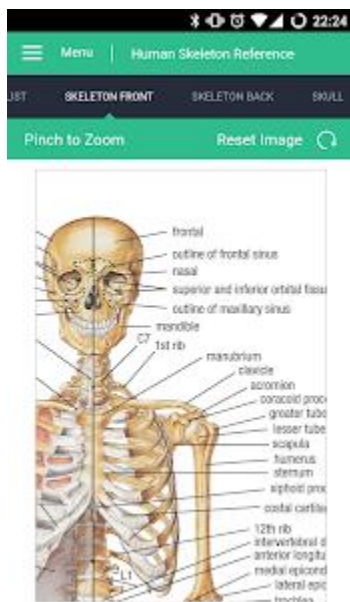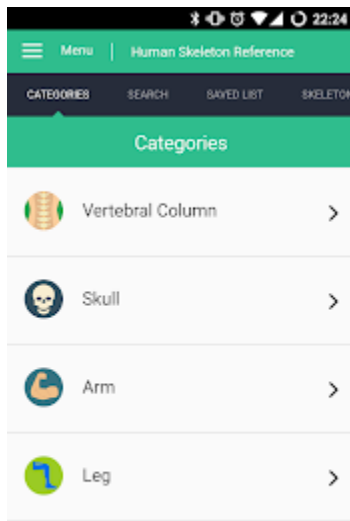
4.State of art

Skeleton| 3D Anatomy
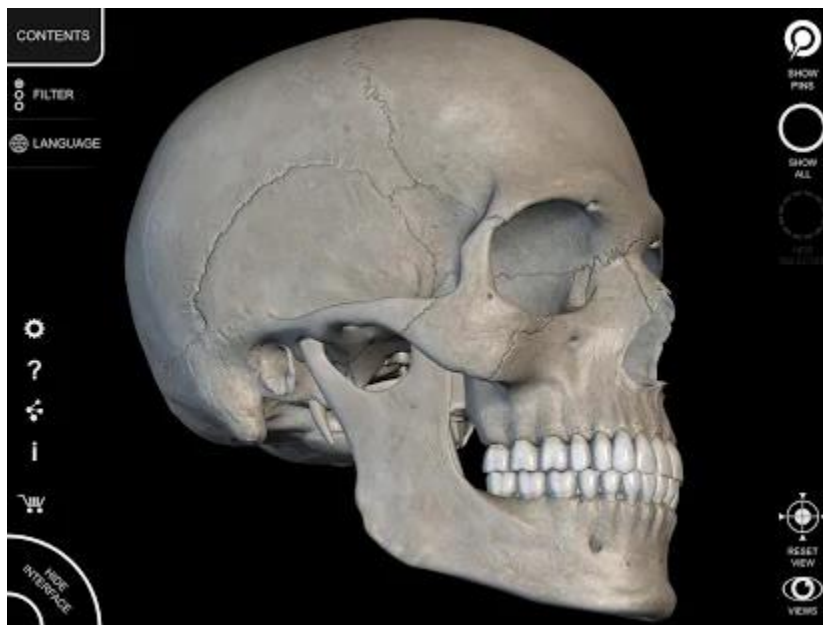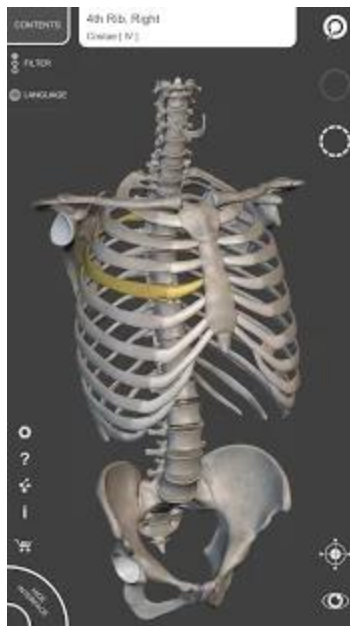
Skeleton| 3D Anatomy is a similar application.The skeleton model of this app is really good but the app doesn't have other extra features beside the examination of the bones. It's a great application for people who need the model but for high school students it's not that useful.

Human Skeleton Reference Guide

Human Skeleton Reference Guide is another skeleton anatomy app but this time there is no 3d model, just 2d drawn models. Even if they are 2d they have a lot of information compared with Skeleton| 3D Anatomy. The only problem is there is too much information for a high school student. This app is meant for university students.

Osseus System in 3D
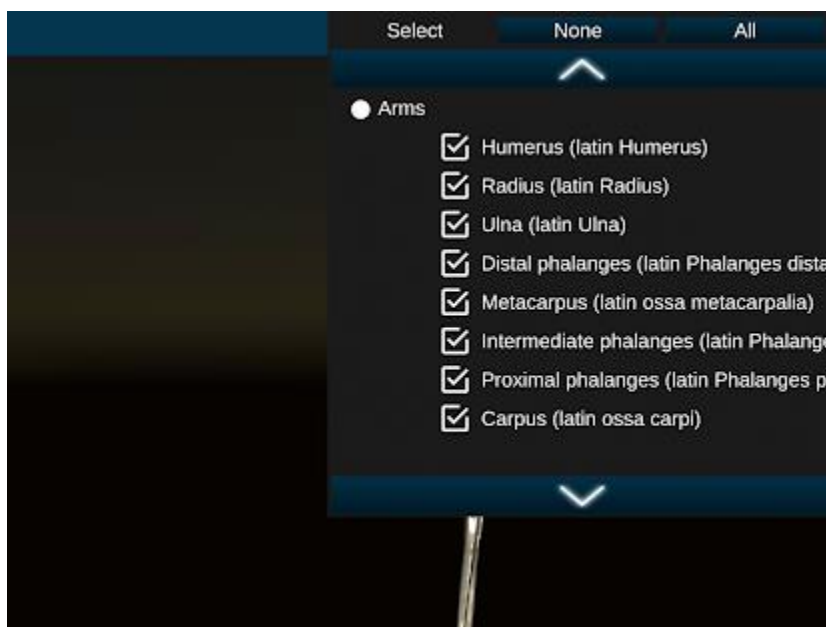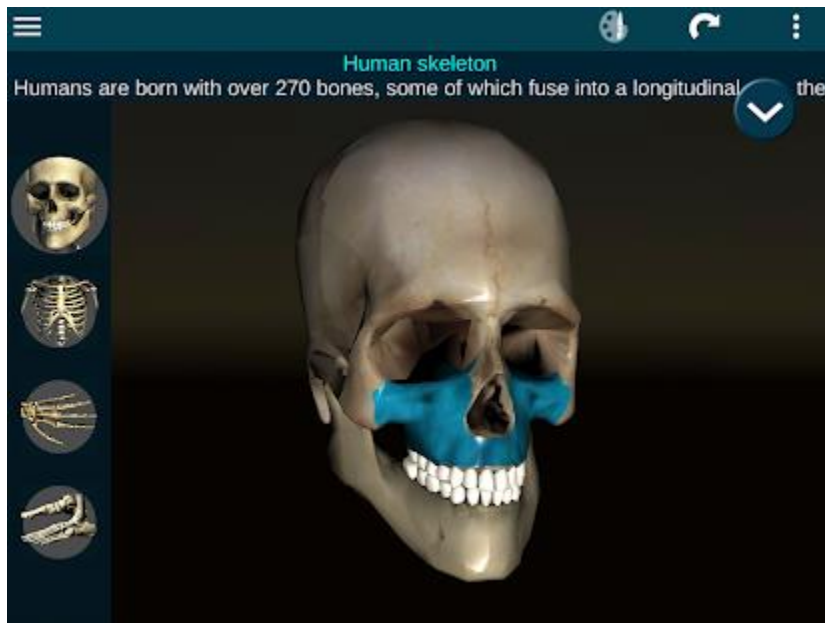
Osseus System in 3D is another similar app but this time the 3d model is not that good. An interesting feature of the app is highlighting the bone that you want to focus on. Other than that feature, the app itself doesn't have much to use. It might help with having a good vision of the skeleton.

5.Original Contribution

   As the app was meant for students, the UI is really colorful compared to other similar application. Another part that is missing from other application is a test to verify the knowledge of the students.

6. Development Plan
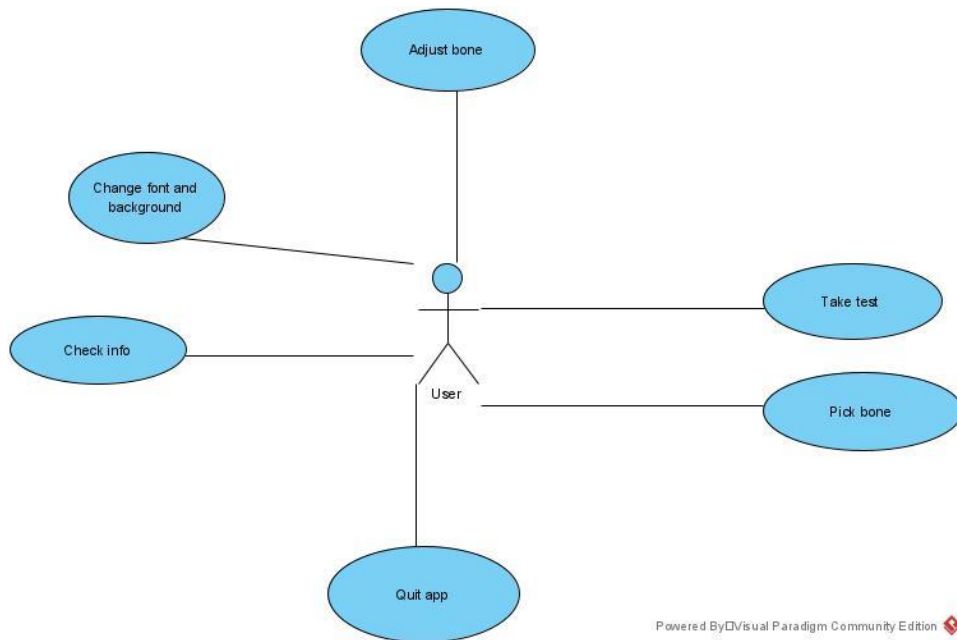
For the app I used as sdk Godot 3.0 since I had some experience with it. For the human bones models I used sketchfab since with Blender it would've took too much time.

7. References

http://kidscancode.org/godot_recipes/3d/camera_gimbal/ for the camera rotation

https://sketchfab.com/ for the skeleton model

https://docs.godotengine.org/en/stable/ for certain parts of code