PLANIT GLOBAL

3D Avatar creator

Detailed documentation of the PLANitGLOBAL

3D avatar creator, powered by unity

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Detailed technical and functional documentation, Art Assets, Methodology

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# 1.0 Abstract

This report will define and elaborate on all the technical, functional and design aspects of the PLANit GLOBAL 3d avatar creator. “3d avatar” is the terminology used in this document, in which users can make their own avatar in 3d.

This report is aimed at informing those who want to understand the methodology of the 3d avatar creator, and collaborate or contribute towards its completion.

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# 

# 2.0 Current goal

The main goal of the 3d avatar creator is to show yourself and the company better on the site. We are thinking that you can show yourself better with a 3D avatar. Also we want the 3D avatar done before the deadline beginning of October. So we can show it at the presentation.   
  
3.0 Requirements  
  
  
The 3d avatar creator and its requirements have to be considered essential for its creation. None of the requirements are optional or wishes, since the following listings will work together to form an environment that is specifically build for a certain user experience.  
  
Yuri will make the 3d animations for the avatar. With all the clothes, hair styles, faces etcetera. We(Sasha, Eric and Roel) can start with the UI and programming.

There will be no need of a new database. The assets of the 3d animation will be put in strings that’s why there’s no need for database changes.

4.0 Onboarding  
  
  
The 3d avatar creator will not have an extensive tutorial. It speaks for itself. Its works exactly like the old avatar creator only with more functions and the 3d.

5.0 Autonomy  
  
  
The user is free to do whatever he/she want to do with the avatar. Only thing is that the boss needs to accept it. So because of this people will use it seriously.

6.0 System demands

## 6.1 Trust

PLANit GLOBAL want the avatar creator to play a bigger role on the site. You can represent yourself and your company with it. This means that the avatar creator needs to robust and smooth for operation.

## 6.2 User friendly

The users on the website can be come from any background and orientation, this means that the website needs to be streamlined enough in order to appeal to all users that visit the website. Some of the users might not be as patient with loading times while others have no problem with waiting.

If the system is not convenient enough for all the different the types of visitors on the website, the website will not be able to achieve its desired goal.

# 7.0 Technical design

## 7.1 Assumptions

These are all the technical assumptions that are relevant for some of the questions surrounding the realization of some of the components.

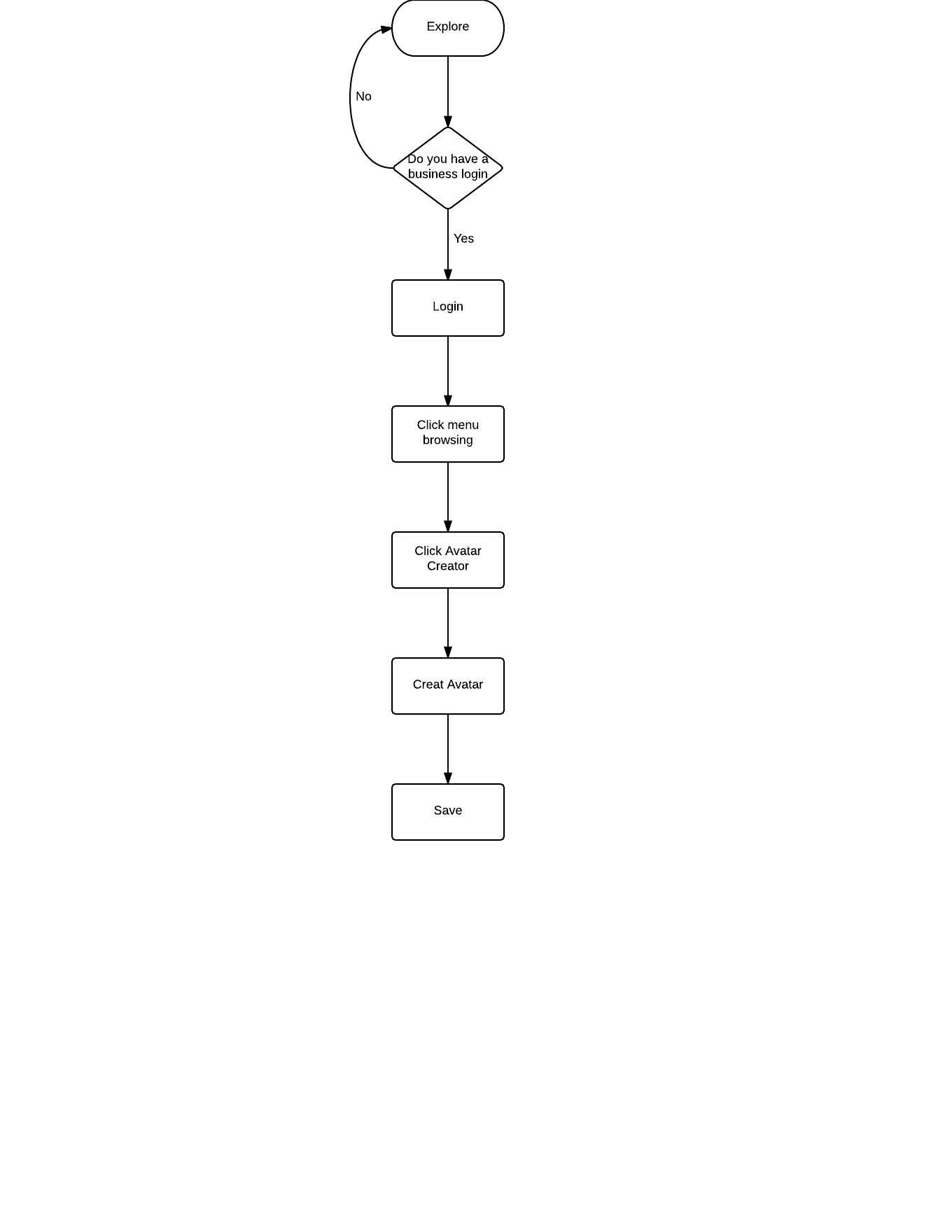
\* The boss of the company needs to accepts the changes.

\* An user can change the avatar to whatever he want.

## 7.2 Database (ERD)

[Not Included]

7.3 Flowchart



## 7.4 Engine

The engine that will be used is Unity 5.0. This will allow PLANit GLOBAL to have a 3d avatar creator.