

# EC5406 Software Group Project

Department of Electrical and Information Engineering  
Faculty of Engineering  
University of Ruhuna

## Sprint 3 Evaluation – Progress Tracker

### AR Campus Navigation System - ARWayz

#### Tasks Completed Under Sprint

Sprint 2	Sprint 3
<p><b>1. UI Updated</b></p> <ul style="list-style-type: none"><li>• Designed and updated buttons for better usability</li><li>• Improved background layout and color scheme</li><li>• Added and aligned the application logo</li></ul> <p><b>2. Camera &amp; QR Scanning Implemented</b></p> <ul style="list-style-type: none"><li>• Enabled camera access in the app</li><li>• Integrated QR code scanner functionality</li><li>• Tested scanning on different QR formats</li></ul> <p><b>3. QR Code &amp; Sample Web Page Created</b></p> <ul style="list-style-type: none"><li>• Generated QR code for <i>Building B001</i></li><li>• Created a sample web page for building rooms</li><li>• Added room names with related images</li></ul> <p><b>4. Backend Initialized (Firestore)</b></p> <ul style="list-style-type: none"><li>• Set up Firebase project and Firestore database</li><li>• Created collections for Building 01 and POIs</li><li>• Connected app with Firestore backend</li></ul> <p><b>5. Post-Scan Actions Enabled</b></p> <ul style="list-style-type: none"><li>• Implemented <b>Open</b> option for scanned links</li><li>• Added <b>Copy</b> functionality for QR content</li></ul>	<p><b>1. Google Maps Navigation Implemented</b></p> <ul style="list-style-type: none"><li>• Integrated Google Maps redirection to navigate to Faculty of Engineering (FoE)</li><li>• Enabled external map opening from within the application</li><li>• Tested navigation accuracy and functionality</li></ul> <p><b>2. Google Maps Navigation Implemented</b></p> <ul style="list-style-type: none"><li>• Implemented map view inside the application</li><li>• Enabled location display within the app interface</li><li>• Verified map loading and usability</li></ul> <p><b>3. Unity Environment Setup Completed</b></p> <ul style="list-style-type: none"><li>• Installed and configured Unity for AR development.</li><li>• Set up initial project structure and scenes.</li><li>• Configured required project settings for AR functionality.</li></ul> <p><b>4. QR code for AR Experience Generated</b></p> <ul style="list-style-type: none"><li>• Generated QR code using the AR Code Platform</li><li>• Linked QR code to AR experience content</li><li>• Successfully tested QR-based AR activation</li></ul>

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| <ul style="list-style-type: none"><li>• Added <b>Share</b> feature for QR data</li></ul>  |  |
| <p><b>6. ER Diagram Created</b></p> <ul style="list-style-type: none"><li>• Designed entities and relationships</li><li>• Defined primary and foreign keys</li><li>• Mapped database structure visually</li></ul> |  |
| <p><b>7. Basic AR Setup Connected</b></p> <ul style="list-style-type: none"><li>• Integrated camera with AR module</li></ul>  |  |
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To be completed by the evaluator

Remarks:

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Name of the evaluator

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Date and Signature