Project Documentation

Cover Sheet

- College Logo

- Title of Project

- Title of degree programmer

- Name of team members

- Supervisor / Academic title

- Industrial Supervisor / company (May not be applicable. If it is, Paul would be here.)

- Submitted Date

Table of Contents & Introduction   [3 - 5 pages]

- Context for project

- Objectives (The MS Project we sent to Damien)

- List each chapter and 1 line sentence on each

- Github address.

Methodology   [1 - 2 pages]

- How we went about this.

- We roughly followed Agile principals for this.

- Talk about github here, and it's problems with Unity.

- Why we used Vuforia and Unity. Familiarity with Unity can be talked about here.

- Good idea to mention Project Tango here.

- Why we used C# in Unity.

Technology Review [7 - 10 pages]

- Talk in-depth about Unity and Vuforia here. Pros and cons of both.

- How Vuforia works normally.

- How we were able to take it's tracking relative to a target to get movement to work.

- Issues with lighting and the like.

- We need reference here too.

System Design. [1 - 2 pages]

- Architecture and UML. Might be light here, due to the way Unity handles things.

System Evaluation [3 - 5 pages]

- How robust is the project?

- Size and speed of the project. Since this is going to be used on mobile platforms, smaller file size and loading times are important.

- Compare what we have, to what we set out to do.

- Any limitations introduced by the technology used.

Conclusion [1 - 3 Pages]

- Summarise context and objectives here.

- Write about the findings listed in the evaluation section.

References & Appendices

- IEEE Format.

- Source Code, GitHub URL, .apk for Android devices.