

Organization Name: Pepperfry

Bucket: Software - Mobile App development

Problem Statement: Create a 3D AR mobile buying
Experience

Problem Statement ID: AM1

Team Name: Half Dozen

Team Leader Name: Harshita Bhorshetti

College Code: 1-3713389121

Proposed Solution:

- The customer can explore through a wide range of product catalogue in an android application and the selected furniture can be visualized via augmented reality.
- The application will be able to detect proper flooring and virtually place 3D object of selected furniture and visualize it using camera.
- Customer can select products and checkout.
- Admin can add and remove furniture designs.

Technology Stack

- Platform : Android
- Technologies : Unity, Vuforia(SDK for AR), JRE(for Android)
- Languages : Java, C#

Use Cases

- Any customer can use this application to view number of products, visualize how the product will look in required environment.
- Customer can select suitable products and checkout.
- System admin can add or remove new product designs.

Show Stopper

- Visualization of actual piece of the furniture guarantees the customer of the perfection of the piece in dimensions and it can give option for number of variations according to the theme and space.
- This application will ultimately lead to customer satisfaction and will reduce customer's misfit and mismatch issues.