What will we make?

Ans= I am going to an ar showroom of cars

● Who can all use this?

Anyone who wants to buy a car but wants to know price and information about it.

● Why should we make this?

We are going to create this through aframe we are going to use markers on which the user can scan and get the details

 ● How can we help humans with this application?

It will going to reduce the efforts of going to showrooms and see and test everything anyone can test their favourite car online

 ● Who will all benefit from this application?

Anyone can benefit this application who is fond of cars.

Phase 2

 What is the problem statement?

My application is all about cars.

● What are the challenges that we face?

There are not any type of challenge that we can face in this.

● Defining a human-centric problem statement?

It will going to reduce the efforts of going to showrooms and see and test everything anyone can test their favorite car online

Phase 3

What are the elements that we will need?

The elements which we are going to need are markers and libraries three.js

● How is it going to work?

First the user scans the marker and the home screen will going to appear which will going to show the options for different cars from there the user can get details about the car

 ● How is a scene going to look?

The home screen will going to show the modals of different cars and the user can click on one of these modals and then it will going to the details about the and different buttons like order now and details price etc.