

Software Design Document

Virtual Reality for Sensor Data Analysis

Project: Virtual Reality for Sensor Data Analysis
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1 Purpose

The software project in the summer term 2017 at the University of Constance focuses on the development of apps for mobile devices. In the course of the project an Android app is being developed which allows the user to explore sensor data in virtual reality.

Especially, this Software Design Document intends to describe the internal structure of the app as well as test cases for the requirements stated in the Requirements Specification.

1.1 Product Idea and Goal

The general idea of the product is to allow the user to record data about their environment and later explore the data in a three-dimensional scene via virtual reality. Therefore, the developed product will consist of two parts:

Firstly, the app itself. It's main goal is to connect to an external sensor device via Bluetooth and to process and save the data collected by the sensor (referred to as "app").

In order to view the saved data, the second part consists of a web application where a virtual reality scene is generated and the stored data are visualized (referred to as "web application").

These two parts will be connected in such a way that the user can open a browser with the according web application from within the app.

1.2 Definitions

App When the app itself is mentioned, we refer to the application running on the smartphone that, as stated above, handles the recording of data and invokes a web browser with the web application.

Web application This term refers to the web site that can be invoked by the app, runs in a web browser, and provides the virtual reality display of the data gathered by the app.

Sensor (device) When referring to the sensor, we're talking about the sensor device (more clearly specified in section 2) containing several sensors.

Data With data we generally mean information that has been gathered by the sensor.

Virtual Reality (scene) This term describes the three-dimensional world in which the data will be displayed.

1.2.1 Abbreviations

TI Texas Instruments

VR Virtual Reality

3D three-dimensional

DB Database

App Application

BLE Bluetooth Low Energy

1.2.2 Glossary

Stereoscopic 3D The impression of 3D is created by rendering different pictures for every eye of the viewer.

Virtual reality By using a headset in which the smart phone can be integrated, the user can view the three-dimensional world in stereoscopic 3D and thereby experiences the feeling of being fully immersed in the scene.

Augmented reality Displaying 3D objects in a real-world surrounding while providing an immersive experience like virtual reality.

Gyroscope sensor Sensor for measuring orientation in space.

Web application Web site that offers functionalities similar to those of “normal” desktop or mobile applications but runs in a web browser.

Service From [AndroidDoc](#): “A Service is an application component that can perform long-running operations in the background, and it does not provide a user interface”.

GUI From [AndroidDoc](#): “They (Activities) serve as the entry point for a user’s interaction with an app, and are also central to how a user navigates within an app (as with the Back button) or between apps (as with the Recents button)”.

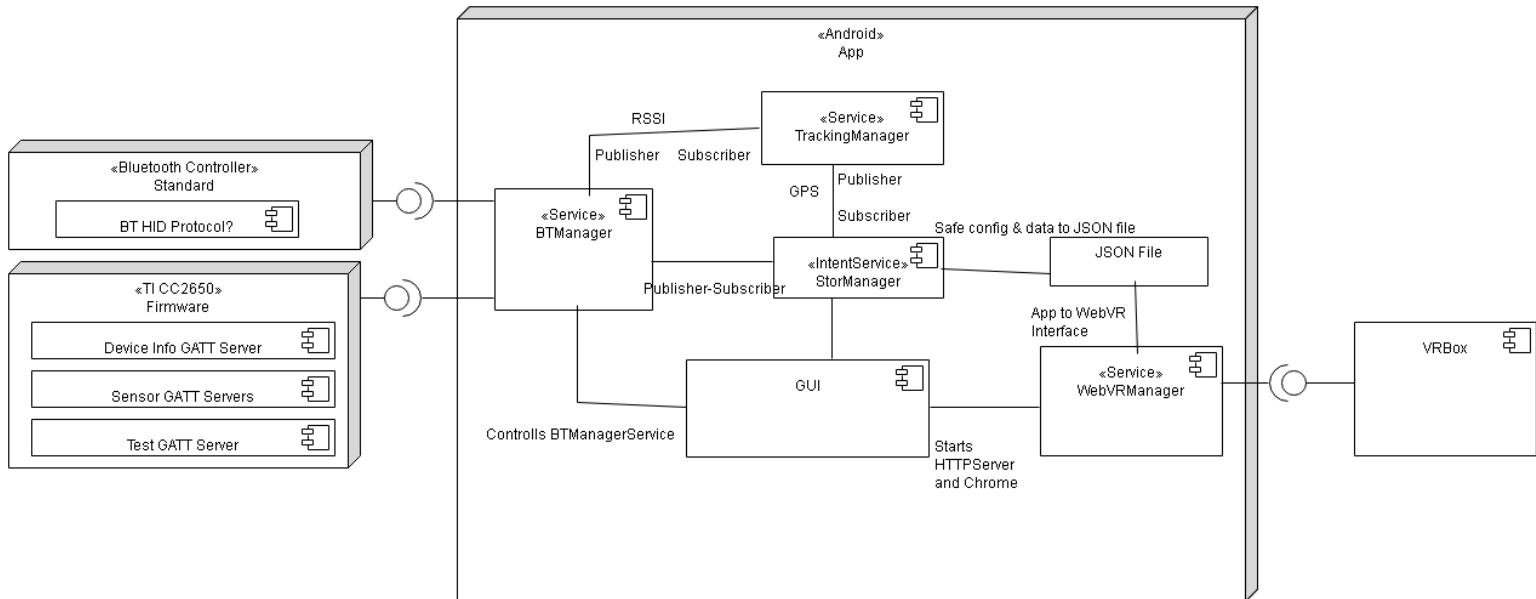
1.2.3 References

Requirements Specification Version 2.0 from May 15th, 2017.

2 Proposed Architecture

A better zoomable representation of these diagrams can be found in the github repository of this project in /doc/pflichtenheft/pics, where also the xml sources are.

2.1 Overview

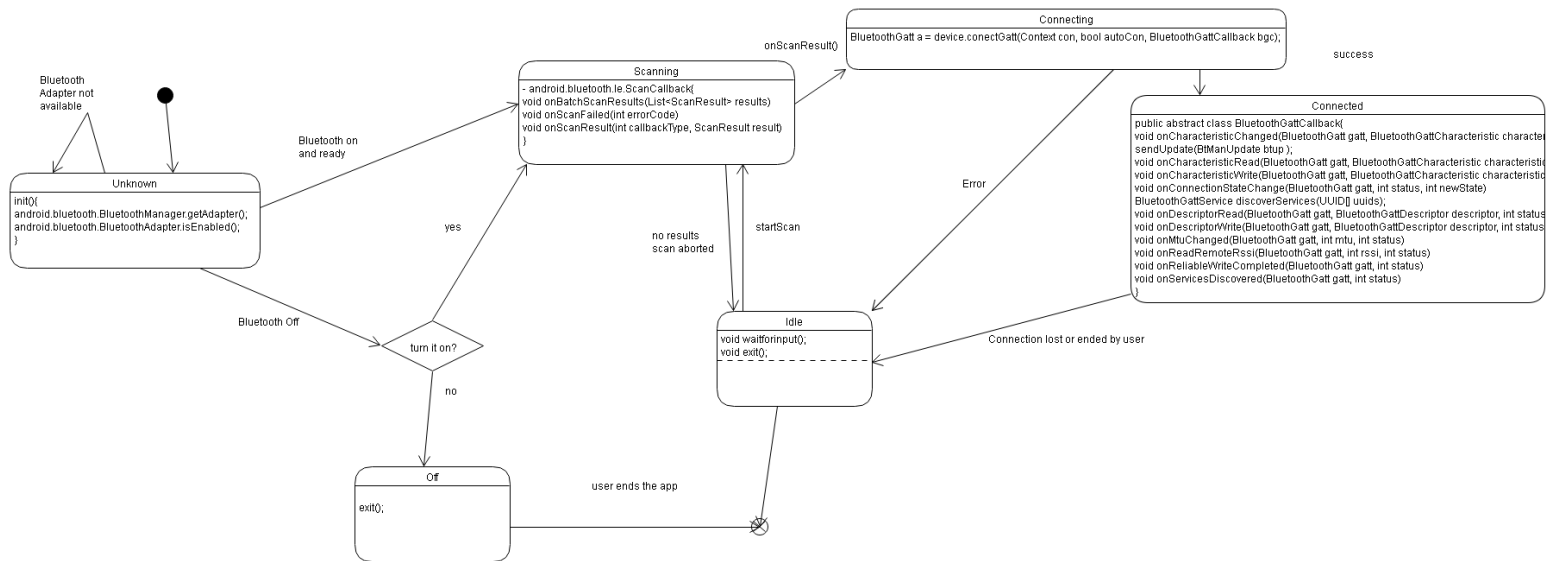


2.2 Component Decomposition

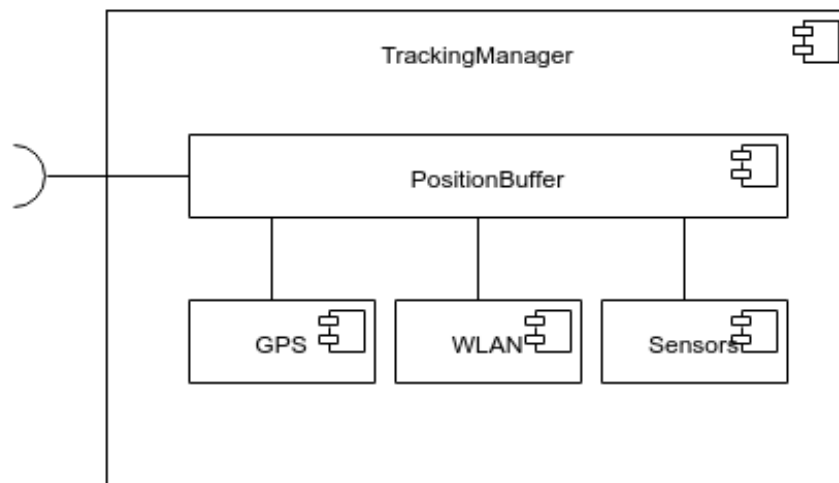
2.2.1 Services

- **BluetoothManager:** Uses the android.bluetooth and especially the android.bluetooth.le libraries to fetch the sensor data from the sensor device.

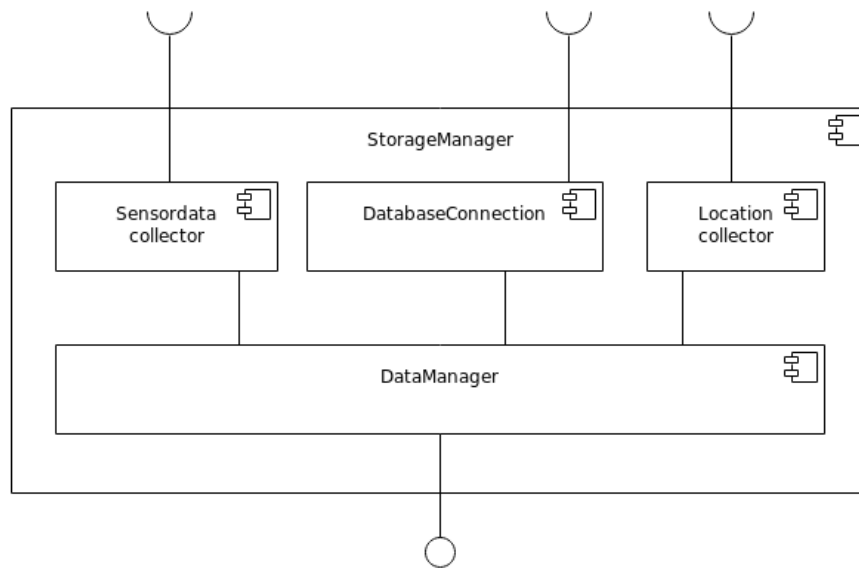
VIRTUAL REALITY FOR SENSOR DATA ANALYSIS 2 *PROPOSED ARCHITECTURE*



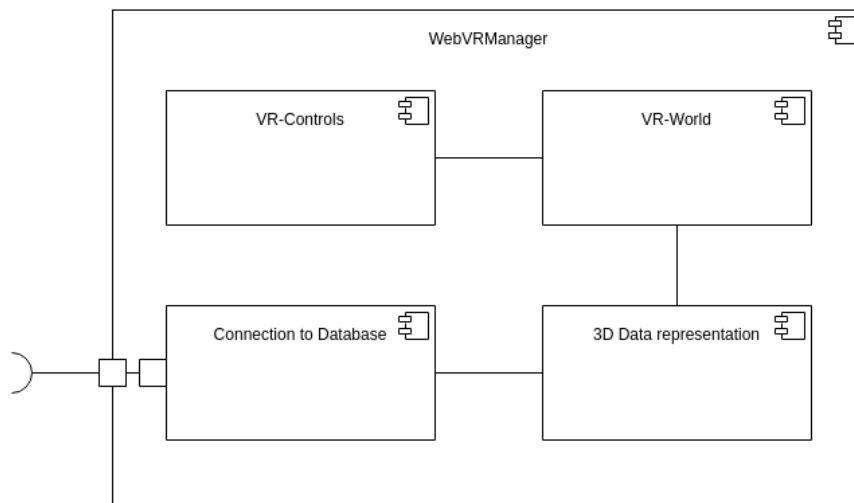
- **TrackingManager:** Handles the tracking of the (current) location where the data are recorded. The current position is determined by GPS and enhanced by the cellphone sensor and wifi data.



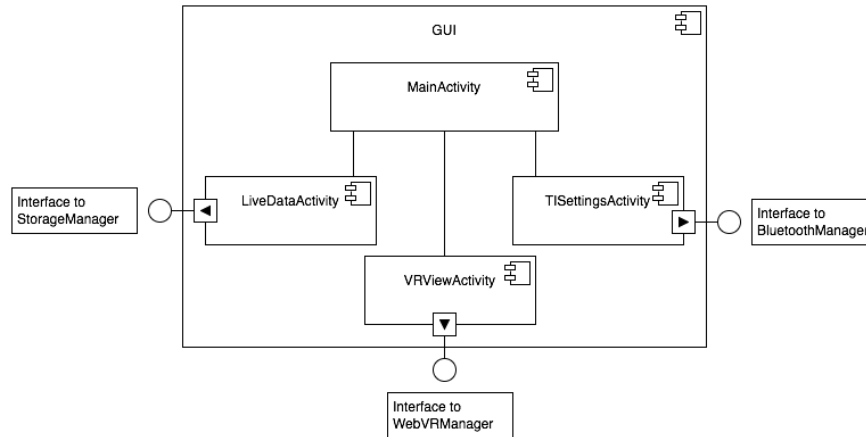
- **StorageManager:** Processes the data provided by the TrackingManager and the BluetoothManager. Uses a JSON file to store data.



- **WebVRManager:** Handles the display of the virtual reality scene and the given data from the sensor.



2.2.2 GUI



- **MainActivity** Provides the main startup screen as the main entry point.
- **VRViewActivity** Shall open a new browser window to display the WebVR web-page.
- **LiveDataActivity** Shall provide a view of the sensor data in human readable form.
- **TISettingsActivity:** Shall provide a settings screen containing scanning and connecting, connected devices and device settings fragments.
 - ◊ **ScanningConnectingFragment** shall show the scanning results, delivered by the SensorTagBluetoothReceiverService and provide a connect on/off control.
 - ◊ **ConnectedDevicesFragment** shall show the connected devices and a short info about the current setting and state of the sensor device.
 - ◊ **ConnectedDevicesSettingsFragment** shall implement the configuration of the app features of the sensor.

2.2.3 Additional Classes

- **GATT Profiles** (for each sensor one)
- **GATT Sensor Service UUIDs**
- **Parser Functions** because the BLE protocol implemented in the TI CC2650 delivers raw sensor output

2.3 Hardware/ Software mapping

TO DO ???

2.4 Persistent data management

TO DO

2.5 Global software control

2.5.1 Startup behavior

User: The user can start the App by pressing the icon on his screen. The App will show a startup screen and then transition after a short time into the main menu, from where the user can start the other functions of the App.

2.5.2 Interfaces

The **BluetoothManager** provides a possibility to connect to a sensor and then read out the data. It ensures that a connection is established and that the data is broadcasted via a local BroadcastManager.

TODO pls add interfaces!

The **StorageManager** provides a possibility to store the data from the sensor together with the current position. It also can store the data in a .json file and upload the data to a webserver.

```
InterfaceStorageManager {
    public void setSensor(integer internalSensorID){
        activeSensor = internalSensorID;
    }
    //tells the storage manager to get data from the active sensor and
    //the tracing manager, mark them with a timestamp and store the data
    //in a DataSet.
    public void measureNow(){
    }
    //get the latest measured DataSet of the active sensor
    public DataSet getLiveData() {
        return DataSet;
    }
    //get a DataSet which contains data of the activeSensor and position
    //at the specified time. If no data was stored at that time, an empty
    //DataSet will be returned.
    public DataSet getDataFrom(int time) {
        return DataSet;
    }
    //get multiple DataSets which contain all measured Data from the
    //active Sensor between 'time' and now.
```

```

public DataSet[] getDataSince(int time) {
    return DataSet[];
}
// Upload the data set to a webserver
// a .json file from time till now.
public void uploadData(int time) {
    //upload the data to a server so webvr can later use it.
}
}
    
```

The **TrackingManager** gets the current location of the smartphone and provides it to the rest of the App.

```

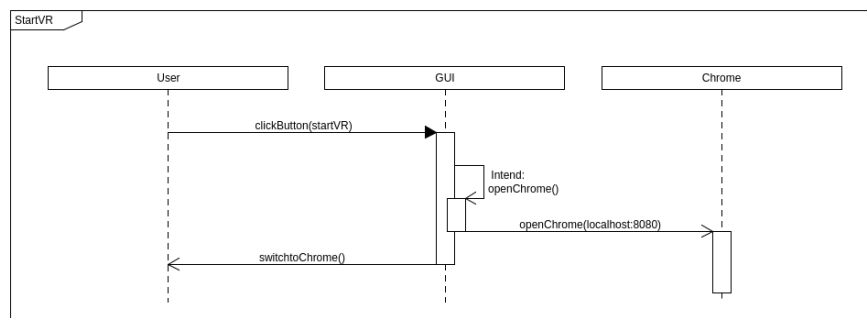
Interface TrackingManager {
    //get the current location of the device
    public Location p getCurrentPosition() {
        ensures iff lockCustomPos
        p == customPos;
        else
        p == currentPosition;
    }
}
    
```

The **VRBox** gets the data from a webserver and loads it into the VR-World.

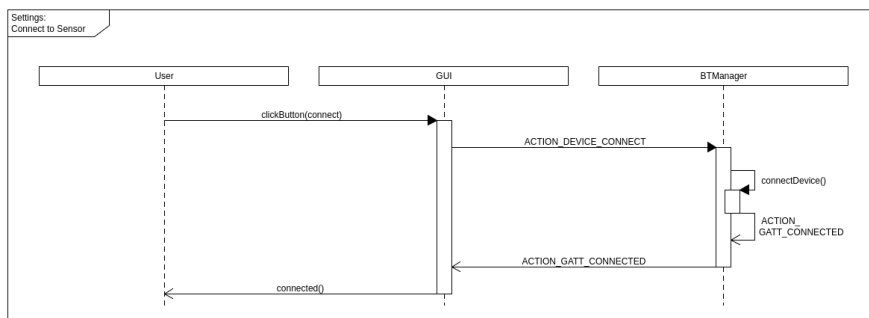
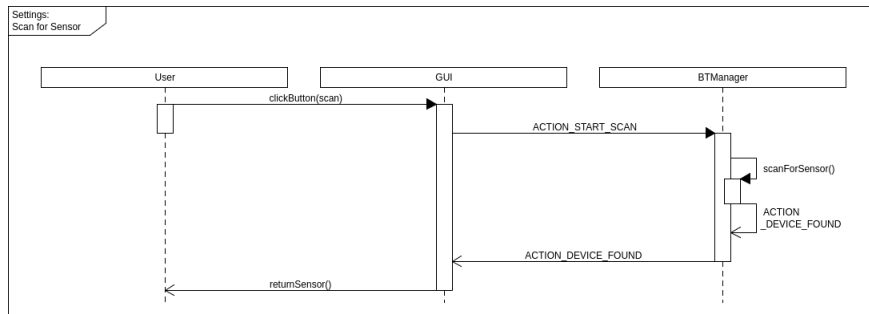
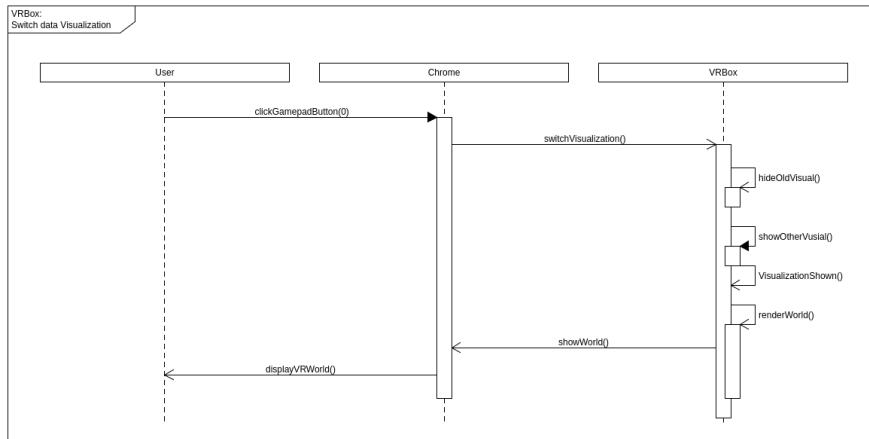
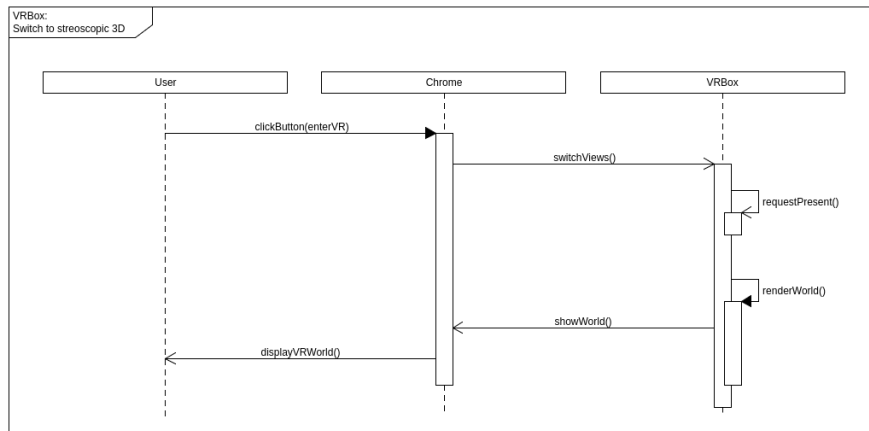
```

Interface WebVR {
    //Load the data from the webserver to display in VR.
    //The data will be a .json file which will be parsed
    // by in javascript by the web page.
    function loadData(file){
    }
}
    
```

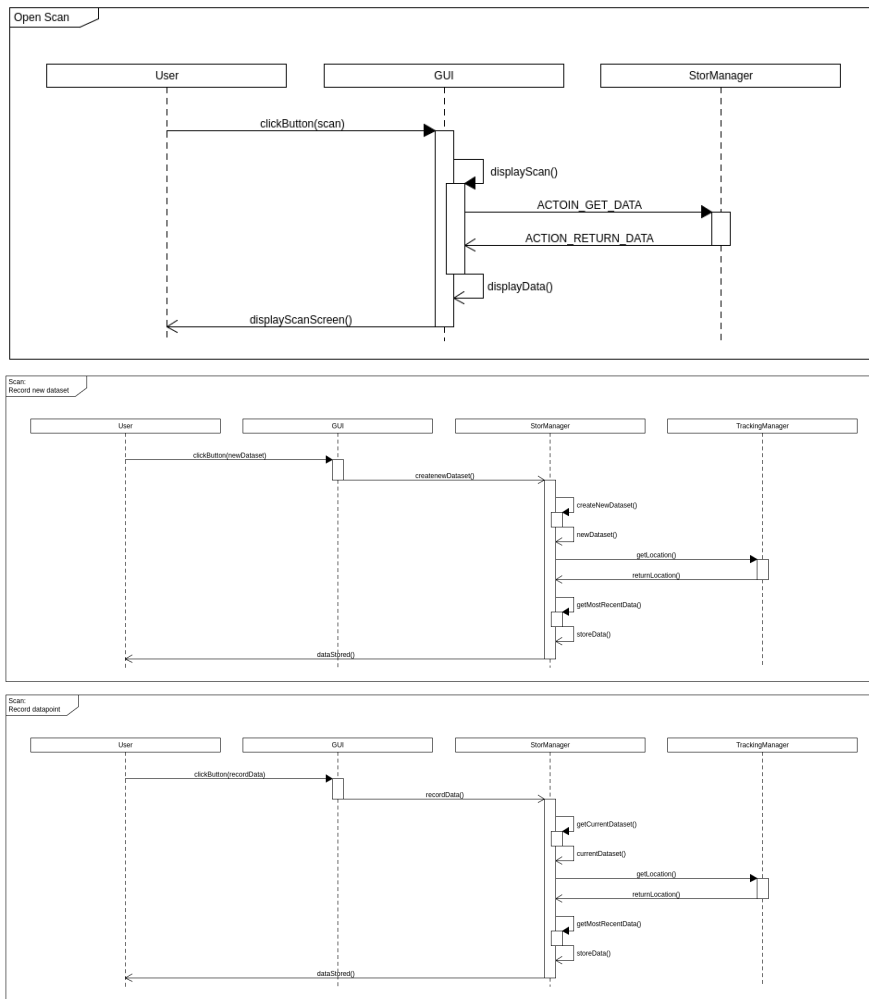
2.5.3 Sequences



VIRTUAL REALITY FOR SENSOR DATA ANALYSIS 2 *PROPOSED ARCHITECTURE*



VIRTUAL REALITY FOR SENSOR DATA ANALYSIS 2 *PROPOSED ARCHITECTURE*



3 User interface

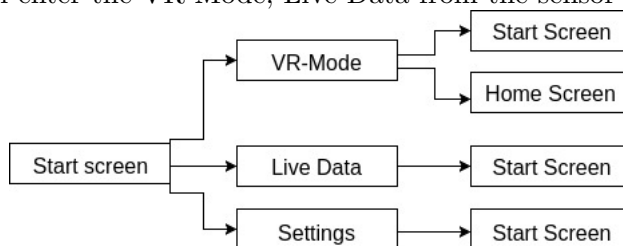
TO DO: komplett überarbeiten/ aktualisieren

3.1 Structure

A small overview of the menu Structure.

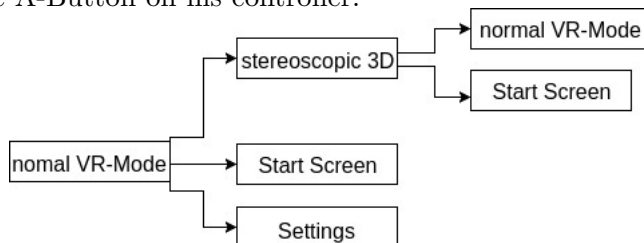
3.1.1 Start screen

The Start screen will be shown when the app is launched, can switch to everything. He can enter the VR-Mode, Live-Data from the sensor or change the settings.



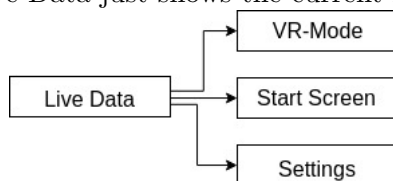
3.1.2 VR-Mode

The VR-Mode launches normally in normal 3D mode from where the user can switch to stereoscopic 3D view by touching the button in the lower left corner or by pressing the A-Button on his controller.



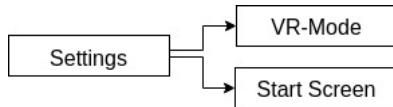
3.1.3 Live Data

Live Data just shows the current live data from the connected sensor.



3.1.4 Settings

Here the user can select which sensor in range he wants to connect to and some basic settings like switching blue-tooth on and scan for more devices. From the Setting menu the user can switch to VR-Mode without going back to the start screen.

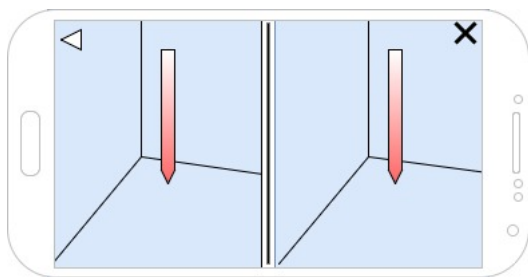


3.2 Layout

A mockup of the Start up screen.



And a mockup of the stereoscopic Vr-Mode.



4 Test Cases

/T0300/ *Look around:* While in normal 3D mode the tester shall click the screen and drag first up to move the camera up. Then move down to move the camera down, then at last left and then right, all the time the camera must follow the movement of the finger. After this the tester shall tilt the phone up to move the camera up, then tilt it down, left and right. The camera shall follow the tilt direction of the phone all the time with no delay.

This test shall be repeated in stereoscopic 3D view. While the clicking and dragging shall not work, the tilting of the phone shall be the only way to pan the camera.

/T0310/ *Move inside the virtual reality scene:* While in normal 3D mode the tester shall tilt the joystick on the controller forward and the camera shall move forward. By tilting the joystick backward the camera shall move back, by tilting left the camera shall move left and by tilting right it shall move right. The camera shall always follow the view point, so forward is always in the center of the camera.

This test shall be again repeated in stereoscopic 3D view and all functions shall work the same.

/T0320/ *Searching, connecting and disconnecting devices:* The tester shall search a sensor device by pressing the "scan" button in the settings menu. All devices nearby shall be shown in a list with distinguishable entries. By tapping on a list entry a connection to the device shall be established. By tapping again on the list entry the connection shall be terminated.

/T0330/ *Displaying Data:* While in normal 3d mode the tester shall be able to see the data collected from the sensor. The tester shall be able to see the date relative to its stored position.

The test shall be again repeated in stereoscopic 3D view and shall work the same.

/T0340/ *Transferring Bluetooth data:* When the connection to a sensor device is established, the tester shall enter the data view within the app and see some representation of the transmitted data which allows him to check the connectivity and functionality to/ of the sensor device.

/T0350 *Storing Sensor data:* The tester shall be able to connect to a sensor and while connected the data received from the sensor shall be stored together with its current position, on the local file system. The tester shall open this file and check if the new data is in it.

/T0360 *Transferring sensor data to the Web Application:* The tester shall check if the data is transferred to the web application and shall check if the data corresponds to the collected sensor data.