

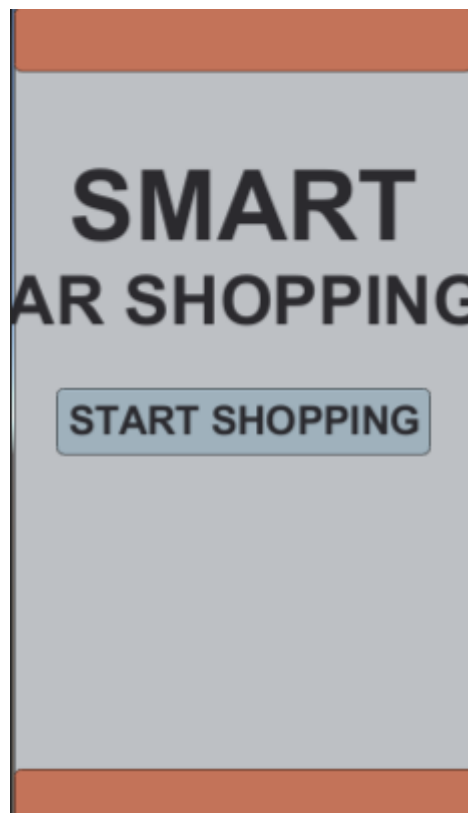
# SMART AR SHOPPING

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## SUMMARY

**Smart AR Shopping** is an app which can be used to find the shortest possible path inside a mall or supermarket passing through all the places where user has to buy something. The path will be shown to the user by the means of arrows in his/her virtual camera.

For using the app user has to register once before using it for shopping purpose. The app uses **PlayFab**'s user authentication to authenticate the user and save the login info. Once the user gets registered he will be directed to an options menu containing the list of all available stores in the mall as options. Now user has to select the things that he wishes to purchase from the mall. After selecting the options user has to click on the **SUBMIT** button in order to proceed further.

After this user's mobile camera will be opened and as he will see his surrounding in the camera arrows will be shown to him in order to direct along the shortest path passing through all the stores where user has to buy something. Now user has to follow the directions shown by arrows in his mobile camera and he will be notified by a message or alert tone as he reaches the stores where he is supposed to buy something.

## HOW PROJECT WORKS

- **Login and access:** Already registered users will have access to login to the app and after that he/she can use it for shopping purpose.
  
- **Registering a User:** A user can register himself in the app by providing a **username**, an **e-mail address** and a password. Once the authentication is done user's login info will be saved in the PlayFab and can be reviewed by the owner of the app.

The image shows a user interface for a login and registration system. It features a light gray background with a dark orange header and footer. The main content area is light gray and contains the following elements:

- A large, bold, black "WELCOME" text at the top.
- Three stacked, rounded rectangular input fields with a light pink background and a thin gray border. Each field contains a placeholder text in a dark gray, italicized font: "Enter username", "Enter E-mail", and "Enter Password".
- Two orange buttons with black text: "LOGIN" on the left and "REGISTER" on the right, positioned below the input fields.

- ❖ After successful login/registration user will be directed to an options menu where he has to give his input by selecting options.
- **Selection of objects:** In the options menu user has to select those stores where he has to buy something. For showing options to user Toggles can be used in unity which provide the feature of selecting multiple options at a time. After user clicks the submit button the code in c# script will read those options by checking whether the options are marked or not. The Toggles which will be marked by user their corresponding **Label** will be stored in an array of strings.

SELECT THE OBJECTS

- ☐ clothes
- ☐ toys
- ☐ fruits
- ☐ grocery
- ☐ cinema
- ☐ jewellery

SUBMIT

- **Algorithm and code:** For finding the shortest path passing through all the stores chosen by user, we can assign coordinates to all the stores and taking origin at the initial position of the AR camera i.e. entry gate of the mall and storing them in a **2-D array** (for storing both x and y coordinates). Now the code will start from origin and calculate the **distance** (not displacement) of all other points and hence it will find the point nearest to the origin. The same process can be repeated for each point where the user goes.

For reading the input of user all the store's names will be stored in an array of strings and after creating the array of strings as per the options chosen by the user it can be searched that which strings are chosen by the user. And after that coordinates for those stores can also be find out by searching in the 2-D array of coordinates and can be arranged in a **Vector list** using algorithm in order to generate shortest possible rectangular path.

**It's shown below that how algorithm works!!**

2-D array storing the coordinates of each store {(0,0) is the starting point}

Array of strings in the code, storing the names of stores available in the mall

```
13 string s[7]={"fruits","vegetables","clothes","toys","jewellery","cinema","gaming"}; //array of string for stor
14 cout<<"enter the no of item:";
15 cin>>m;
16 string s1[m]; //array of string for taking input from user
17 for(int i=0;i<m;i++)
18     cin>>s1[i];
19 int arr[8][2]={{0,0},{1,9},{2,3},{4,6},{3,5},{7,10},{5,8},{12,2}}; //2-D array for storing the coordinates of
```

Array of strings for storing user input

clothes

toys

fruits

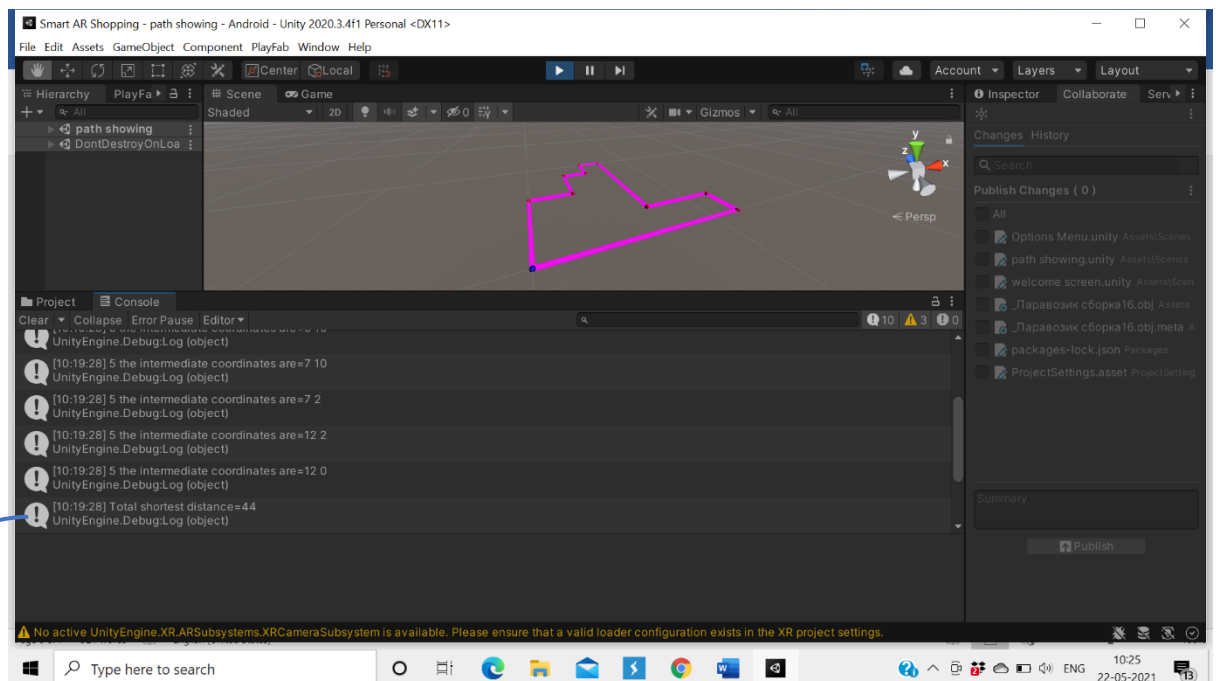
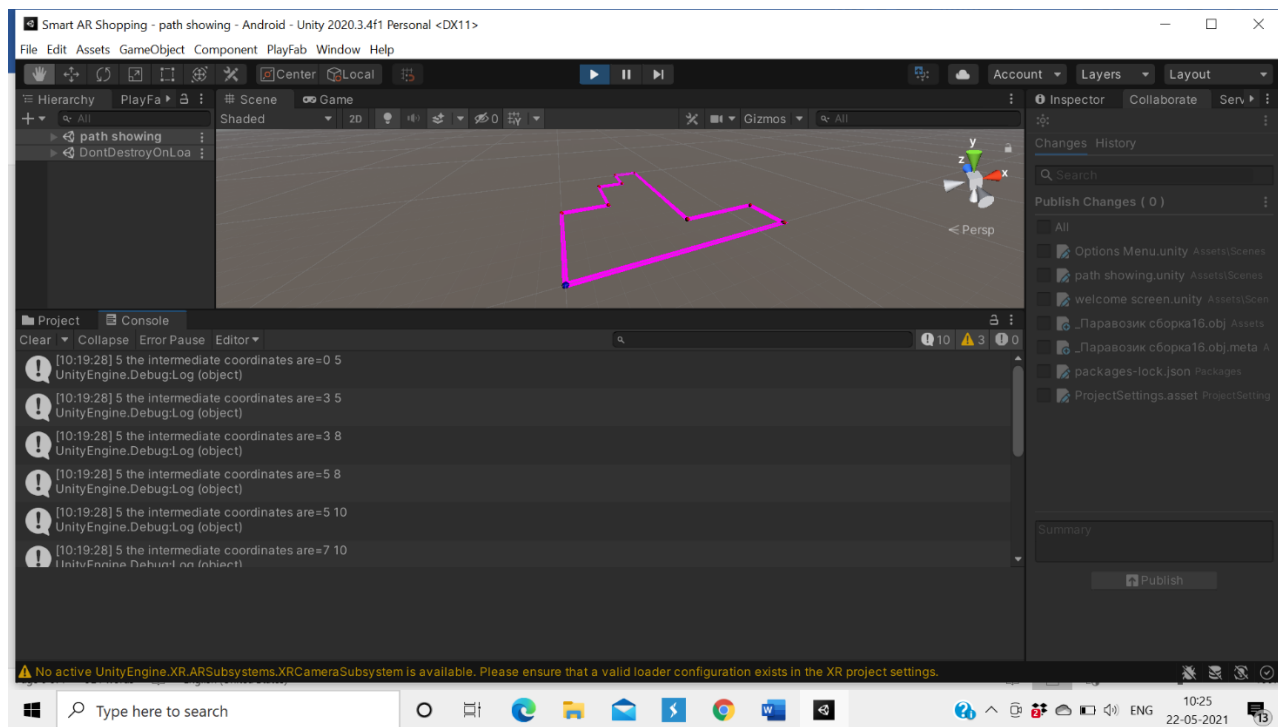
grocery

cinema

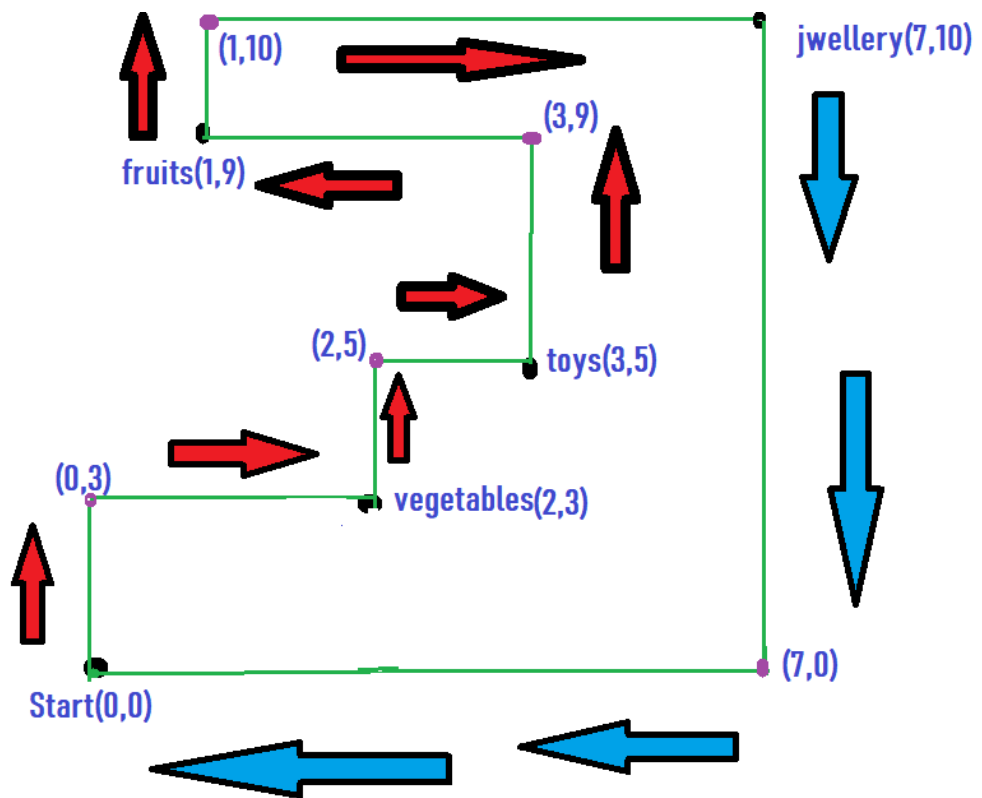
jewellery

**SUBMIT**

User Input (that will be taken by the means of toggles)

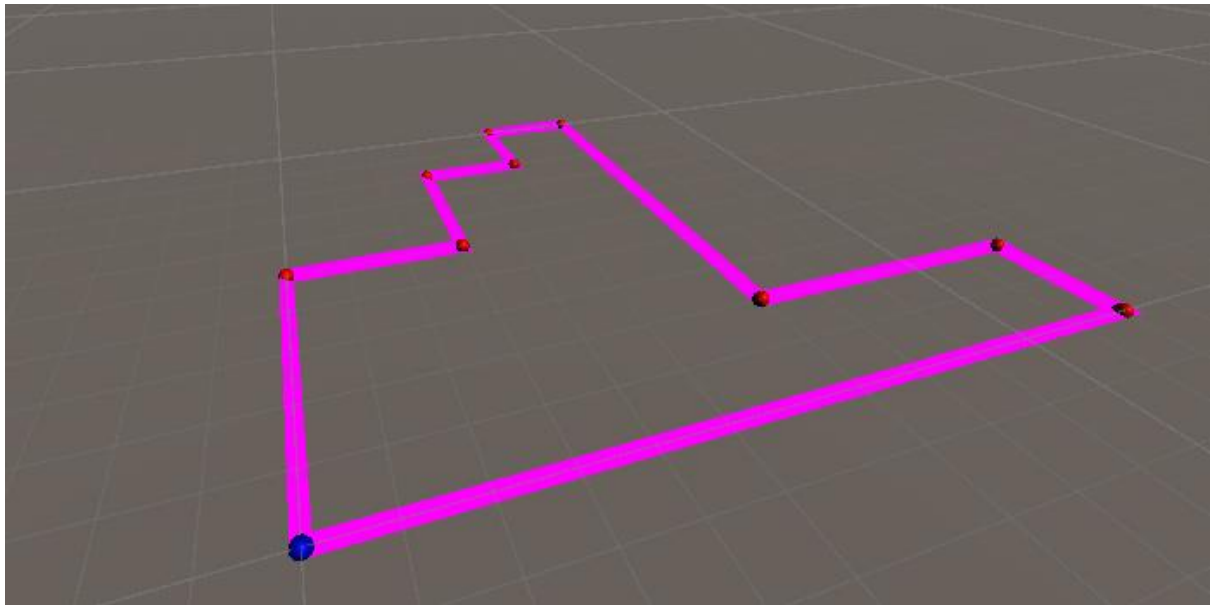


This is the minimum distance that a user will have to travel from the origin to the stores where he has to buy something and then back to origin



After joining all the intermediate pts given by code and the origin such a rectangular and shortest path can be generated

- **Showing the shortest path to user:** After getting the intermediate coordinates from the **Vector list**, these coordinates will be fixed in front of AR camera and path will be shown to the user using **line renderer**. Directions can be shown to the user in the form of arrows as shown in the above figure.



This is how coordinates will be joined using line renderer : here blue sphere is origin or starting point of user and other red spheres are the coordinates of places or stores where user has to buy something.