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CSC 567 – 3D UI

Final Project Outline

For checkpoint 2, I have updated my project outline for what I want to accomplish in each checkpoint to keep my on track for the end result and have clear goals for each checkpoint.

Research and working on the final report should be worked on for each checkpoint to keep on track. This outline will change based on how easy/difficult it is and what more research brings up for ideas/improvements

Checkpoint 1 Goals (due 10/7 midnight)

* Have a main menu coded for the AR app (have options for like what class possibly, and then under the class things like Lectures, Handouts, Homework, etc)
* Do more research and find research papers to give better ideas for the porject

Checkpoint 1 Results:

* Had a main menu partially coded but not tested on Unreal – but was running into a problem and the application was getting stuck on the unreal splash screen and wouldn’t actually bring up my application.
* Started looking at research paper that I will present which is related to my project

Checkpoint 2 Goals (due 10/27 midnight)

* Get scanning “QR codes” working on the app (these will be used in the lectures, handouts, etc)
* Get main menu done (didn’t get done in checkpoint 1 due to roadblocks)
* Have research question figured out

Checkpoint 2 Results:

* Switched to Unity because still couldn’t get unreal to launch my application
* Got a main menu coded and working
* Updated github – added gitignore, updated docs, added template for project report

Checkpoint 3 (due 11/4 midnight)

* When QR code is scanned, implement bringing up a helpful article providing more information

Checkpoint 4 (due 11/18 midnight)

* When QR code is scanned, implement bringing up a youtube video)

Checkpoint 5 (due 12/6 midnight)

* Add flow where there are the example handouts with the QR code next to a problem and scanning that will bring up a youtube video, etc. Basically putting it all together

Checkpoint 6 (due 12/13 midnight)

* Finish project report and any remaining items for project