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CSC 567 – 3D UI

Final Project Outline

As a part of my work for checkpoint 1, I planned out a rough guildeline of 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 will change based on how easy/difficult it is and what more research brings up for ideas/improvements

Checkpoint 1 (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 2 (due 10/21 midnight)

* Get scanning “QR codes” working on the app (these will be used in the lectures, handouts, etc)

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