

MONTHLY ASSESSMENT -III (Detail Design, Prototype and Test phase)
(This assessment shall be done by another guide of department or interdepartmentally along with guide)

(DATE : 19/10/24)

1. Which theoretical subjects/concepts are involved with your project? How it is useful to your project?

Theoretical Subject like coding language & Computeristic
Subject like HTML, CSS Language for webdevelopment
AI-ML for 3D-customization & suggestion for design
of EGD for utilizing of the furniture.

2. Which software/design tool/Skills you have learned/applied during the project? Explain the features of it.

- webdevelopment (Front-end & Back-end webdevelopment)
- HTML & CSS, PHP
- SEO (Search Engine optimization)
- VS code (visual studio code)
- Razor pay.
- other application etc...

3. Explain the prototype/model prepared by the student/team.

- customer open our website via digital instuments
like laptop or computer. user first register them
select their likeble product using tools like
budget mechanism, 3D customisation, Filtering
& sorting then customer select their payment
mode then customer can track their product
& after receiving product customer gives feedback
about it and is all the model done.

4. What are the materials, technology, things have utilized to make the prototype/model?

- To make the prototype model our pt team have used below materials & technological tools.

- laptop, Internet access, coding language.

5. How many Iterations have you done to reach final solution? Explain modification/revise parameters/characteristics for each iteration.

- we have done seven iterations to reach the final solution. First prototype was created then it was shaded after that it was refined then avoiding the hamster wheel of iterations and then experienced fasteners are always needed. steps after launching the first prototype it was all for final solution.

6. What is the scope of the project? How you are planning to implement it in future?

- The scope of the project is vast, offering user an immersive experience, to view, customize & virtually place furniture in their space in future, advancement in AR & VR technologies could further enhance the platform evolving consumer preferences.

SUGESTIONS BY EVALUATOR:

PROTOTYPE/MODEL SUGGESTIONS:

NA

GENERAL SUGESTIONS:

NA

Overall Mark, considering assessment I & II (Out of 10): 10

Department/Interdepartmental Evaluator name and sign: Asitu Durumi

Guide sign: AP

Date: 19-10-24