

FITARNA Evaluation 2 Presentation

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Milestone 3

Milestone 2 Review

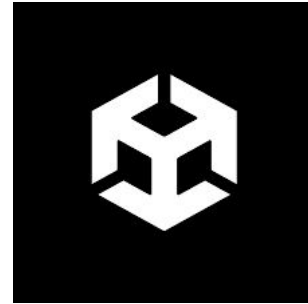
Milestone 2 Task Matrix

Task	Completion	Dathan	Ethan	Jacob	Vincenzo	To-Do
1. Importing and Integrating 1st Library Floor Plans into Unity	80%	20%	20%	20%	20%	Redo certain scans that may have came out bad
2. Compiling details for each room and facility on floor 1 for informational pop-ups and getting them approved by the library.	50%	12.5%, Pop-up info for floor 1	12.5%, Pop-up info for floor 1	12.5%, Pop-up info for floor 1	12.5%, Pop-up info for floor 1	Gathering more data for our app
3. Start Development on app version 1.0 and importing the floor 1 model for the first floor.	80%	20%, Scanning	20%, Pathfinding/ Recognition	20%, Image Tracking / Recognition	20%, Creating pathways, localization, and tying features together	Finish fully implementing the first floor into the app along with proper recognition

Task 1: Importing and Integrating 1st Floor Plans into Unity

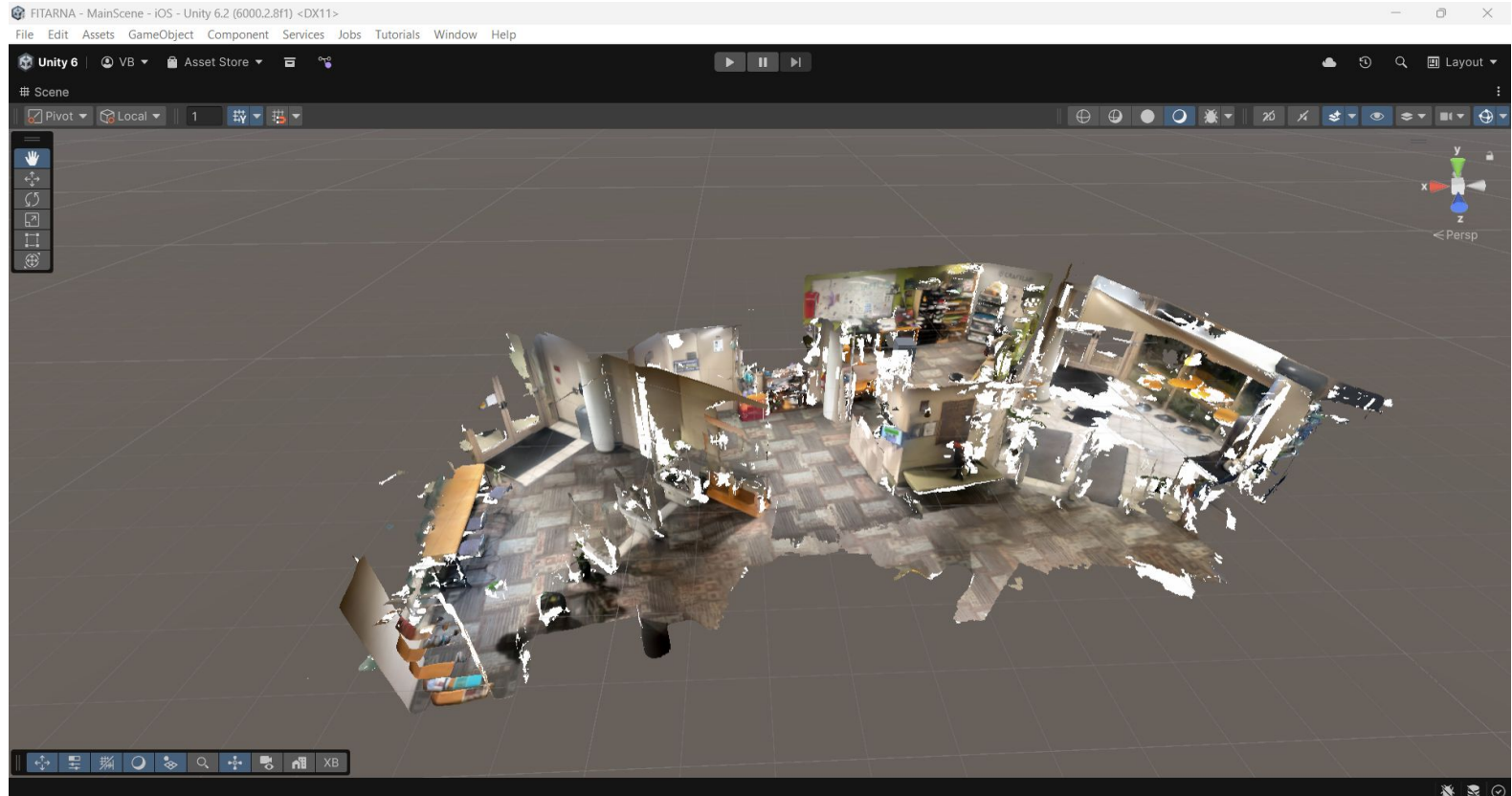
Using Vuforia Creator app, we used the LiDar in the iPhone 13 pro to take scans of the first floor of the library.

Then took said scans and align them in Unity to start our baseline for AR navigation



vuforia™

Task 1: Importing and Integrating 1st Floor Plans into Unity



Task 2: Compiling Details and Getting Library Approval

- We met with Library officials who then gave us some details that they wanted to us in their virtual tour of the library.
- Using those we have some information for the first set of pop-ups but we need more for subsequent pop-ups

Task 3: Start Development on app version 1.0

- Right now, our program works with the scans we took and has functioning localization
- However we still need to finish the rest of the scans and implement pop-ups to have version 1.0 up and running

Milestone 3

Task 1

- We need to create the pop-ups that we will use for our app.
- We will create these pop-ups in Unity using the built in textmesh pro feature



Task 2

- Take and implement scans of the 2nd floor of the library.
- Take scans using vuforia creator iOS app
- Use the Vuforia Engine - Area Target generator to generate area targets from the scans
- Import the area targets into unity and align them



Task 3

- Implement Navigation Functionality
- Using point clouds generated by Vuforia or visual markers to determine where the user is and what to display

Milestone 3 Task Matrix

Milestone 3 Tax Matrix:

Task	Dathan	Ethan	Jacob	Vincenzo
1. Creating pop-ups in Unity to display in-app	25%	25%	25%	25%
2. Take scans of the 2nd floor and Stairs	25%	25%	25%	25%
3. Implement navigation functionality	25%	25%	25%	25%

Questions?