

# **FITARNA**

## **Evaluation 3**

### **Presentation**

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# Milestone 3 Review

# Milestone 3

## Task Matrix

Task	Completion	Dathan	Ethan	Jacob	Vincenzo	To-Do
1. Rescans of Floor 1	100%	40%	0%	0%	60%	Polishing up scans for Floor 1 (Patching missing areas etc.)
2. Finish scans of Floor 2	80%	40%	0%	0%	40%	Gathering more scans for our app
3. Finish Navigation Functionality for the app	90%	0%	50%	50%	0%	Finish fully implementing pathfinding
4. Pop-ups Floor 1	100%	20%	30%	30%	20%	N/A

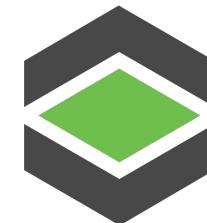
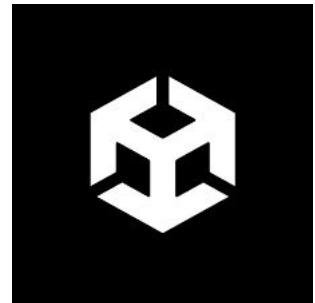
# Task 1: Rescans of Floor 1

We rescanned the parts of floor 1 where our previous scans were insufficient.

- In unity, to connect scans there needs to be overlap between the scans to accurately connect them to how they appear in the real world. There were also important sections left out of previous scans.

Our new scans are more complete and overlap.

- This allowed us to connect all the scans of floor 1 together leaving us with a completed floor 1 in our map.



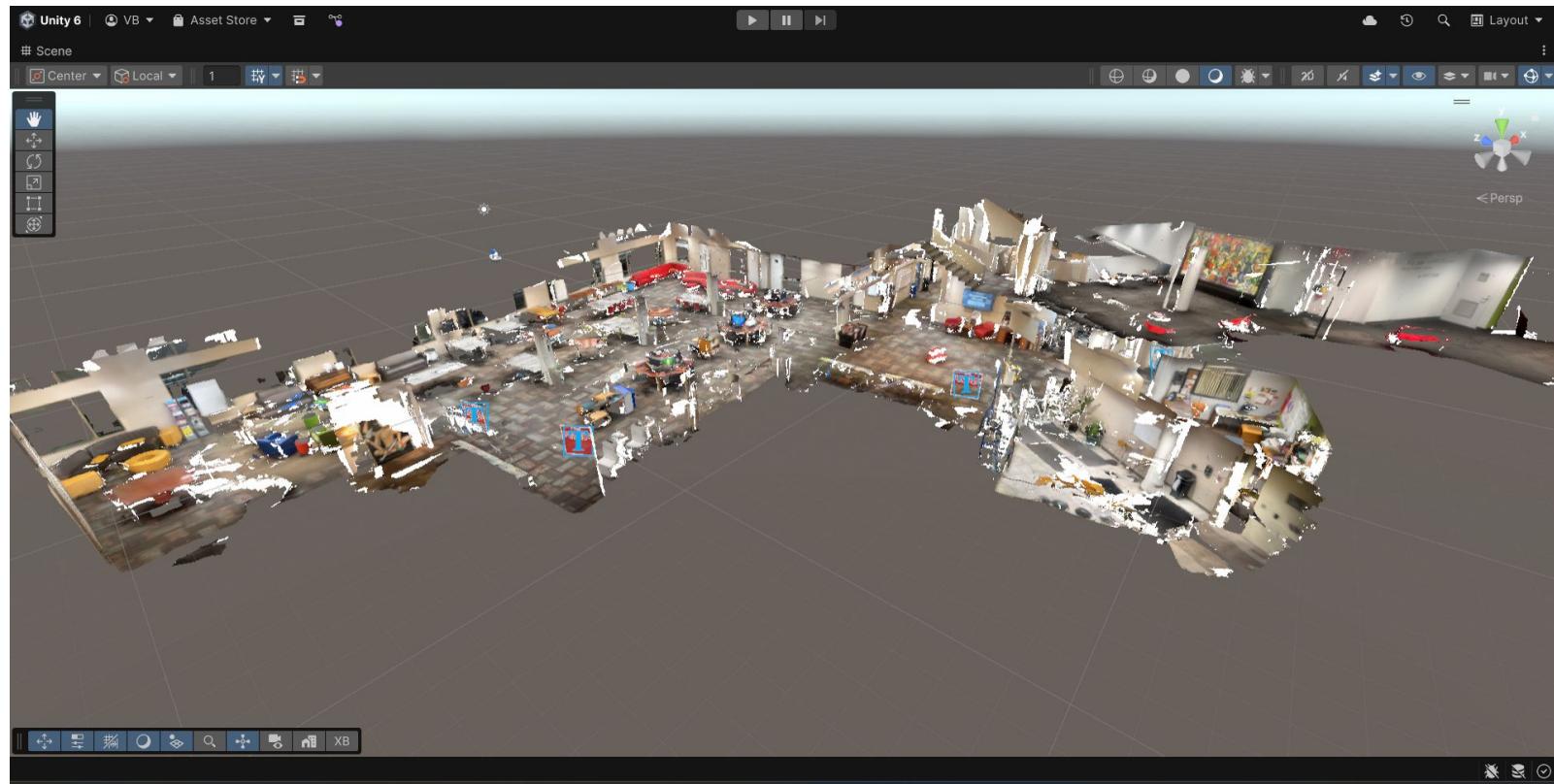
vuforia™

## Task 2: Finish Scans of Floor 2

- We took scans of Floor 2 using the Vuforia Creator app
- Generated area targets using Vuforia Area Target Generator
- Imported Area Targets into Unity and connected them for AR functionality

We weren't able to scan all of floor 2 yet so that is left to be done in milestone 4.

# Floor 1 and 2 Scans



# Task 3: Finish Navigation Functionality for the App

- Implementing script to sync Vuforia Scan coordinates and unity object coordinates
- Implementing Navigation script with slight glow on the next node and vanishing when reached.
- Originally we tried to use the built in Navmesh, but we were having issues with getting complete coverage and reliable pathways
- We went with a set of pre constructed paths the script can choose from.

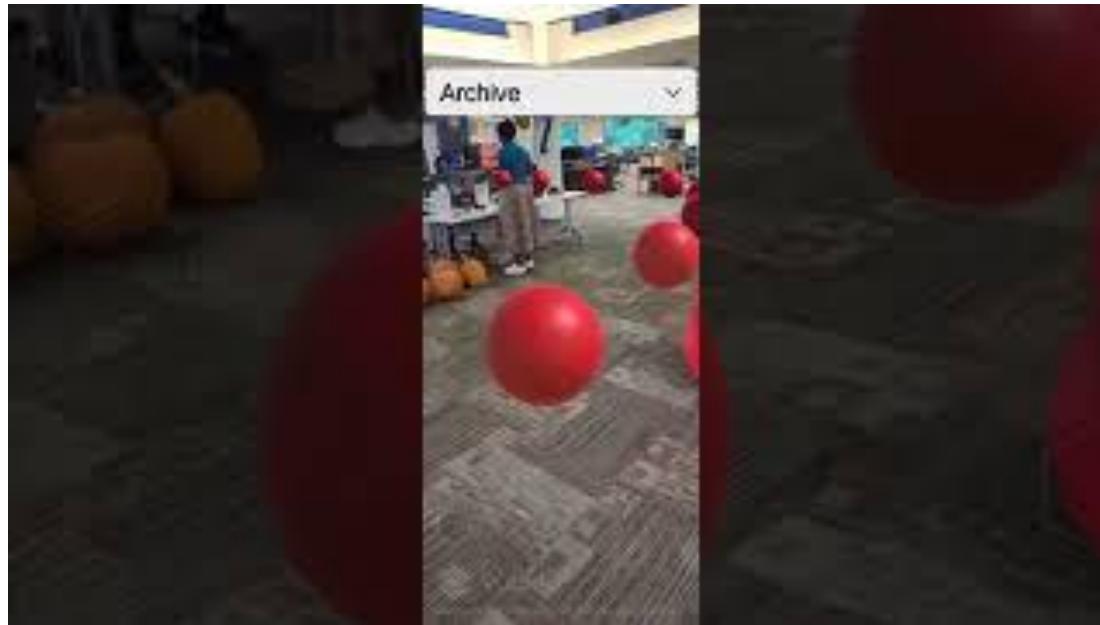
# Task 4: Pop-ups Floor 1

We wrote, designed, and implemented the floor 1 pop-ups.

- Created an object in unity and gave it three children:
  - Background
    - We made the background a transparent red square and adjusted it to match the height of the content
  - Title
    - Set the font, color, and other settings
  - Content
    - Set the font, color, and other settings

Once we had a good template, we then duplicated this pop-up for all of the other pop-ups on the first floor and adjusted the position, title, content, and height of the background for each one.

# Demo Video

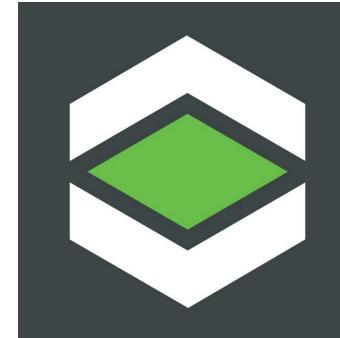
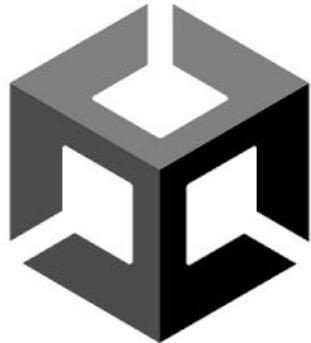


# Milestone 4

# Task 1

**Finalize Floor 2 Scans and Incorporate Them into Unity.**

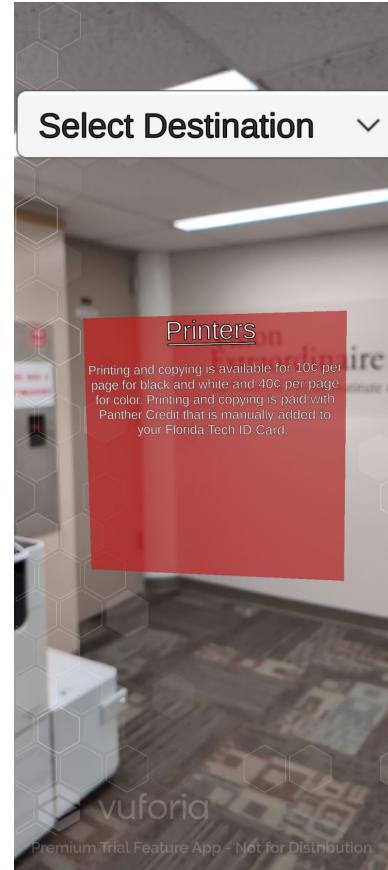
If we have time then we would also like to begin work on the floor 3 scans as well.



# Task 2

Fully implement pop-ups for the second floor.

We will continue to use the pop-up template we made to populate floor 2 with pop-ups.



# Task 3

**Begin implementing the tour mode and the navigation mode.**

We plan to implement a main menu where the user can select either navigation mode or tour mode.

In navigation, they'll select their destination in a dropdown menu, and in tour mode they'll immediately begin a tour of the Evans Library.

# Milestone 4 Task Matrix

Task	Dathan	Ethan	Jacob	Vincenzo
1. Finalize Floor 2 Scans and Incorporate Them into Unity.	50%	0%	0%	50%
2. Fully implement pop-ups for the second floor.	0%	40%	40%	20%
Begin implementing the tour mode and the navigation mode.	20%	40%	40%	0%

Questions?