Milestone 2 Evaluation

FIT AR Navigation App
(FITARNA)

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Client: Dean of the Library, Jason Martin mmartin@fit.edu

Milestone 2 Tax 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 Report:

- Task 1: For task 1, we compared technical tools for our project and decided to use the “Vuforia Creator App”. This is what allowed us to scan the library's 1st floor with slight overlap to fit the scans together well. We rendered the scans in the “Vuforia Target Generator app” on the desktop.
- Task 2: For task 2 we were supposed to compile information and look into rooms on the first floor in order to formulate our pop-ups that we are going to use for our app. We got some information from the schools library virtual tour creator but we still need a bit more to work with
- Task 3: We began development of our app, however as it stands right now it does not have the full ar navigation that we envisioned at the start. Right now it has the scans for the first floor and localization working.

Individual Report:

- Vincenzo Barager: My contribution to the 2nd milestone is manipulating the scans and lining them up in Unity and Vuforia Target Generator. I also wrote the baseline for the code we are going to use for our app.

- Dathan Dixon: For my contribution to the 2st milestone, I used my phone’s LiDar camera in order to scan the library and get an accurate model which we can view in “Vuforia Target Generator”
- Ethan Wadley: For my contribution I used the model created in Unity to assist Jacob in beginning the recognition part of our app along with finding the best path for users to take on tours.
- Jacob Hall-Burns: For my contribution I utilized the “Vuforia Target Generator” in order to create point clouds which helped with image tracking. Ethan and I worked together using both “Vuforia Target Generator” and Unity to begin recognition.

Task Proposal:

- Task 1: We plan to start coding the basic structure of the app. With both backend and frontend functioning, we will be able to start building the general foundation for what we want the app to be and operate as.

- Task 2: We plan to import and implement the library floors and other measurements into Unity in order to get a basic AR architecture. Using this, we can base our code in a solid enough state to begin working on the main AR Navigation feature, combined with the use of GPS to accurately navigate spaces.

- Task 3: We plan to create informational pop-ups for use inside the app. Once we write them, we will take them to the library staff in order to get approval for using them in our app. We will also have to compile the different measurements for the different rooms in order to effectively utilize the AR capabilities of our tools

Client Meeting Date:

Monday, September 22nd, 2025, 15:30

Client Feedback:

- Task 1:
- Task 2:
- Task 3:

Faculty Advisor Meeting Date:

October —, 2025

Faculty Advisor Feedback:

Project seems to be progressing well. Students are motivated.