



AR TimeMachine Application

Experience Design Document

Version 1.0

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OVERVIEW

This AR App shows users how to use their very own time machines!

UNIQUE SELLING POINTS

1. I mean... Time Machine? Kind of hard to understand how to use.
2. Help make sure that users do not use the Time Machine incorrectly.

SAMPLE USAGE LOOP

A customer buys a time machine and now out of the box has no idea how to use it. There are a lot of shiny buttons etc. Using the AR Time Machine App, the user is guided through a process of how to use the Time Machine.

SPECIFICATIONS

1. The app can be built for any of the following devices:
 - a. Any Apple iOS phone with iOS Version 11.0 or greater.
 - b. Any Android phone with Android OS 7.0 or greater.
2. Experience is standing with motion. The user will have to move around their Time Machine in order to use this app.
3. Users should be able to set a time and date to travel to, set an area to travel to, and turn off the safety to allow the user to travel.
4. The app should be able to teach the user to use their time machine.

FEATURE BREAKDOWN

Feature 1

AR Tracked Image Manager

Feature 2

Highlight panels/screens and show which areas buy glowing or adding a shining effect to the areas or around the areas.

Feature 3

Feature that shows the user that they are IN the past. Maybe change camera filter to sepia for past and more glow camera filter for future.

Instructions

Step-by-step instructions will be presented within AR via a user guided experience.

Audio

A positive sound is played when a user correctly uses a feature.

A negative sound is played when a user incorrectly uses a feature and tells the user to try again.

MILESTONES

Image Management

App tracks all images on the Time Machine and looks for ones in the “database” of apps.

Features Working

All features are working and the user can use the app in a “beta” test.

Polishment

Any prototyping images/objects are removed and changed out for polished objects/images

Design Tested with Real Users

Input is received from potential users to help refine the application.

TIMELINE Example

March 19: Imagement Management Finished.

May 24: Rough features completed.

March 26: Features tested.

March 29: Polished objects/images imported, all prototyping materials removed.

April 1: App ready to be tested via Firebase and Testflight.

April 5: App ready to be deployed to App Store and Google Play Store.