7009ICT

**AR Application Design Document**

Project: *Name of project*

**Author**:

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| Name | Student Number | Role in Team |
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*Workshop:* Day, Time, Instructor \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Revision History

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# Introduction

## Purpose of this document

Give a brief statement outlining what this document is and what you aim to provide in this document.

## Scope of this document

Define the scope of your document – what will your document cover, and what is outside the scope of this document? (For example, environment, object design, degree of functionality)

# AR Application Overview

What is the AR application that this design will focus on? What are the inclusions and exclusions in the scope of the design?

# People

Who are the target users of the AR application?

## People: Background

What is the background of your potential users, what are their characteristics, and how will these influence your design? Do they have VR/AR experience? How do they prefer to interact with technology? Describe your main user groups.

# Technology

The technology your AR application will utilise, and the pros and cons of that technology. Include a system architecture diagram.

## Issues

Any issues specific to the technology and development of your AR application that you may have identified.

# Design

Your design needs to be detailed – you will be developing your AR application based on this design, so you need to capture all your needs and requirements, and the full functionality for your AR application.

## Requirements

Detail the requirements of the AR application here.

## System Architecture

Overview of the main elements of the system, including reused components such as game engines.

## Interface Design

Use design tools to prototype the layout/user interface for your AR application – this might be a paper prototype, mock-up, 3D rendering etc. Describe how people will interact with your product, how elements relate to each other, and how the product will work.

## Storyboards

Define the storyboards that represent the core and level components of the AR application design. **Each** **student** will need sub-sections here detailing the individual element.

# Meeting Summaries

Provide details of each team meeting. Include action list and individual task allocation.