

**Your Project name**

**Prepared By:**

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# Application Description

## Brief overview about the application

The capstone project centers around a mobile Augmented Reality (AR) application designed for the real estate industry. It offers virtual property tours, allowing users to explore properties interactively and remotely. The app features two main modes:

* Walk Mode: Users physically move around while the app overlays property details in real-time.
* Clickable Mode: Users teleport to different rooms by tapping on their screen.

Other standout features include:

* 3D model placement on flat surfaces (like tables/floors),
* Slicing functionality to view internal layouts,
* Interactive AR elements with detailed information about materials, furniture, dimensions, etc.
* This solution enhances property viewing by being accessible, cost-effective, immersive, and environmentally friendly for buyers, renters, and real estate agents.

## 2. Produce detailed diagrams or models with all components/elements labeled.

Create visual representations of your system or project that show how it works, how components interact, and what each part does — in a clear and detailed way.

## 3. Describe the different stages involved in the project implementation.

Clearly explain each phase you went through to build their project — from setup to final testing. It’s about showing a logical, step-by-step breakdown of how the project was developed.

# 2. Test Plan

## Explain the testing procedures and validation plans for the project/application.

Describe how you tested the project to ensure it works correctly, meets the objectives, and handles errors or edge cases. It’s about proving the system is reliable and behaves as expected.

You **should** describe:

* What was tested
* How it was tested (manually or with tools)
* Sample test cases or inputs
* Expected vs. actual results

## Analyze the implementation results and collected data to optimize performance.

Review how the project performed during testing or actual use, look at data or feedback collected, and explain how that information can be used to improve the system's performance.

You **may** describe:

What happened when the system or app was tested?

Were there any bottlenecks, delays, crashes, or issues?

What was measured or observed during execution?

Explain how performance can be improved:

* Optimize code or algorithms
* Reduce memory usage

# 3. Reflection

## Evaluate the project/application performance based on the required objectives, specifications, and implementation outcomes.

Reflect on how well your project met the original goals, how it performs technically, and whether the final result aligns with what was planned.

You **may** describe:

Discuss whether the application met the functional and non-functional requirements.

Use measurable results if possible:

* Response time
* Error rate
* Success rate of tasks

Highlight what worked well and where there were challenges or compromises.

# 4. Files to be submitted

## 1. Implement the selected project using appropriate computing tools and methodologies (e.g., software development, simulation, and/or experimental).

Provide a link to your source code.

## 2. Discuss the process and results of your project through a professional presentation.

Provide a link to your presentation.

# References