

UNIVERSITY OF SARGODHA  
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Capstone Project 2019-20

BSCS 7<sup>th</sup> Self

PROJECT IMPLEMENTATION PLAN

PROJECT TITLE: **MAGIC HOUZZ** (AUGMENTED REALITY INTERIOR DESIGN APP)

Sr.	Milestone Detail	Outcome	Project %	Roll #	Member's Contribution	Learning Outcome	Viva
1	Design of user interface for registration and login	Signup and login page of Android Application	5%	BSCSF16E003	Login page	Learn Xml and java in Android studio	
				BSCSF16E044	Signup page	Learn Xml and java in Android studio	
				BSCSF16E046	Signup page	Learn Xml and java in Android studio	
2	Layout design of homepage for augmented reality	User interface design for the application	10%	BSCSF16E003	User interface designing	Learn Xml designing and java in Android studio	
				BSCSF16E044	User interface designing	Learn Xml designing and java in Android studio	
				BSCSF16E046	User interface designing	Learn Xml designing and java in Android studio	
3	Creating and Managing database of the user interface.	Database	20%	BSCSF16E003	Database creation and Tables	Managing database in MY SQL	
				BSCSF16E044	Create Tables	Managing database in MY SQL	
				BSCSF16E046	Resolving Errors.	Managing database in MY SQL	
4	Creating 3D Furniture models by MAYA	3D Furniture	30%	BSCSF16E003	Design 3D images by MAYA	Learn MAYA Software	
				BSCSF16E044	Import images into MAYA software	Learn MAYA Software	
				BSCSF16E046	Import images into MAYA software	Learn MAYA Software	
5	Work on gestures	Drag, Pinch and Rotation	35%	BSCSF16E003	Backend work on drag gesture	Learn backend work of	

Team

Kiran Walidad  
AleezaRauf  
MariamBashir

BSCSF16E003  
BSCSF16E044  
BSCSF16E046

Kiranawan2010@gmail.com  
Aleezyrauf1998@gmail.com  
Mariambashir567@gmail.com

UNIVERSITY OF SARGODHA  
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Capstone Project 2019-20

BSCS 7<sup>th</sup> Self

	provided in Application.	gestures of 3D Furniture				gesture	
				BSCSF16E044	Backend work on pinch gesture	Learn backend work of gesture	
				BSCSF16E046	Backend work on rotation gesture	Learn backend work of gesture	
6	Work on ARToolKit Library to define position and orientation.	Backend work	40%	BSCSF16E003	Backend work on position and Orientation	Learn AR ToolKit Library	
				BSCSF16E044	Backend work on position and Orientation	Learn AR ToolKit Library	
				BSCSF16E046	Backend work on position and Orientation	Learn AR ToolKit Library	
7	Work on Computer Vision Techniques to calculate Position.	Backend work of Gestures to calculate position.	45%	BSCSF16E003	Backend work of calculating position	Learn Computer vision Technique.	
				BSCSF16E044	Backend work of calculating position	Learn Computer vision Technique.	
				BSCSF16E046	Backend work of calculating position	Learn Computer vision Technique.	
8	Work on Markers that used for Viewing distance and size of room.	Distance can be viewed and calculate by Android Application.	50%	BSCSF16E003	Backend work of viewing distance using markers	Understand how to use markers	
				BSCSF16E044	Backend work of viewing distance using markers	Understand how to use markers	
				BSCSF16E046	Backend work of calculating size of room.	Understand how to use markers	
9	Work on loading images and models into systems.	Images loaded in the Android application	55%	BSCSF16E003	Work on dynamically loading images into system	Loading models into systems	
				BSCSF16E044	Work on dynamically loading images into system	Loading models into systems	

Team

Kiran Walidad  
AleezaRauf  
MariamBashir

BCSF16E003  
BCSF16E044  
BCSF16E046

Kiranawan2010@gmail.com  
Aleezyrauf1998@gmail.com  
Mariambashir567@gmail.com

UNIVERSITY OF SARGODHA  
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Capstone Project 2019-20

BSCS 7<sup>th</sup> Self

				BSCSF16E046	Work on dynamically loading images into system	Loading models into systems	
10	Work on functions for Handling images ,moving and resizing them	Images can moved and resized.	60%	BSCSF16E003	Functions of handling images	Learn how to handles images by functions	
				BSCSF16E044	Functions of moving images	Learn how to moving images by functions	
				BSCSF16E046	Functions of resizing images	Learn how to resizing images by functions	
11	Work on object list for add, Delete and Modifies properties	Images can be delete, add and update.	50%	BSCSF16E003	Backend work of delete images	Learn how to delete images in applications	
				BSCSF16E044	Backend work of add images	Learn how to add images in applications	
				BSCSF16E046	Backend work of update images	Learn how to update images in applications	
12	Work on further adjusting scale using Tangible AR effect	Adjust scale of 3D images	40%	BSCSF16E003	Adjusting scale of images	Learn how to use Tangible AR effect	
				BSCSF16E044	Adjusting scale of images	Learn how to use Tangible AR effect	
				BSCSF16E046	Adjusting scale of images	Learn how to use Tangible AR effect	
13	Work on Sample Partition and Virtual Furniture using Tangible AR effect.	Managing virtual furniture.	85%	BSCSF16E003	Work on sample partition	Learn work sample partition.	
				BSCSF16E044	Work on sample partition	Learn work sample partition.	
				BSCSF16E046	Work on virtual furniture.	Learn work virtual furniture	
14	Implement tracking	Position and orientation	70%	BSCSF16E003	Backend work of position and	Learn how to work on	

Team

Kiran Walidad  
AleezaRauf  
MariamBashir

BSCSF16E003  
BSCSF16E044  
BSCSF16E046

Kiranawan2010@gmail.com  
Aleezyrauf1998@gmail.com  
Mariambashir567@gmail.com

UNIVERSITY OF SARGODHA  
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

*Capstone Project 2019-20*

*BSCS 7<sup>th</sup> Self*

	Modules	tracker are implemented.			orientation trackers	tracking modules	
				BSCSF16E044	Backend work of position and orientation trackers.	Learn how to work on tracking modules	
				BSCSF16E046	Backend work of position and orientation trackers.	Learn how to work on tracking modules	
15	Implement marker detection	Virtual furniture can be detected.	95%	BSCSF16E003	Work on markers detection for detect furniture	Learn how to implement markers detection.	
				BSCSF16E044	Work on markers detection for detect furniture	Learn how to implement markers detection.	
				BSCSF16E046	Work on markers detection for detect furniture	Learn how to implement markers detection.	
16	Implement interactive functions.	Can interact with android application of interior design.	100%	BSCSF16E003	Work on interactive functions	User interaction with android application	
				BSCSF16E044	Work on interactive functions	User interaction with android application	
				BSCSF16E046	Work on interactive functions	User interaction with android application	

Team

*Kiran Walidad  
AleezaRauf  
MariamBashir*

*BSCSF16E003  
BSCSF16E044  
BSCSF16E046*

*Kiranawan2010@gmail.com  
Aleezyrauf1998@gmail.com  
Mariambashir567@gmail.com*