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PPR Details

Periodic Progress Report : Second PPR

Project : Project Birdie

Status : Submitted

1. What Progress you have made in the Project ?

i) We implemented IUCN red list feature to show endangered species ii) We improved the WebGL performance iii) We improved UX by restructuring webapp with lazy loading for a faster loading time.

2. What challenge you have faced ?

i) We had problems in deciding if its best to show regions of IUCN red list species on map ii) WebGL performance was getting us very low frame rates less than 25fps which is not ideal for a good user experience iii) In efficient UI component led to slow or unusable state of webapp

3. What support you need ?

we needed better understanding of consequences of showing endangered species therefore we modified our system to not show precise locations, WebGL rendering is a very deep concept to grasp

4. Which literature you have referred ?

i) Gnome Human Interface Guidelines - <https://developer.gnome.org/hig/stable/> ii) Mozilla Developer Docs - <https://developer.mozilla.org/en-US/docs> iii) Unity Engine Manual - <https://docs.unity3d.com/Manual/webgl-building.html>

Comments

Comment by Internal Guide :

None

Comment by External Guide :

None

Comment by HOD :

None

Comment by Principal :

None

Comment by University Admin :

None