Group Project Information – Phase 3

Group Members & Contribution:

Anthony Venditti:

- Created and organized the group repo on github.
- Completed phase 1 individual resources task.
- Attended group meeting.
- Did majority of the code for phase 2 & 3.
- Formed the github pages in the repo.
- Created qr-code for scanning.
- Active in group chat.

Imran Ghiasi:

- Came up with the Excalibur sword & stone idea.
- Completed phase 1 individual resources task.
- Attended group meeting.
- Helped with the code and looked into hand-tracking.
- Active in group chat.

Saieda Begum:

- Helped with ideas.
- Completed phase 1 individual resources task.
- Attended group meeting.
- Helped with code and edited website themes/css.
- Active in group chat.

Andressa Zhu:

- Created the sword and stone models.
- Completed phase 1 individual resources task.
- Attended group meeting.
- Partially active in group chat.

Zhihan Ru:

- Completed phase 1 individual resources task.

Our AR Content:

Our project, titled "Excalibur: The Sword and The Stone", brings the Medieval Times era back to life through the use of Augmented Reality (AR). Upon arriving at our website, which can be accessed easily by scanning our printed QR code, users will be greeted with a Medieval themed setting along with a brief storyline revolved around the famous King Arthur. Beneath this is a simple instruction of how the AR content works after clicking the 'Take me to the Medieval Times!' button at the bottom. Doing this will ask the user to allow access of their webcam/camera, and then the fun can begin by pointing our marker at the camera! A sword inserted inside of a rock will be displayed, in which allows users to click/tap on the sword and remove it from the stone ONLY if they are a 'chosen one'. This is possible through the use of clicking events within the HTML code, as well as defining the mouse cursor as an entity. The sword and rock were both manually created and contain crisp textures and detail to allow as much realism as there can be. This activity is best experienced in the outdoors and in the wilderness.