

3D BUILDING



Problem we confront & approach to solve

problems

- 1.unfamiliar with the software design process
 - a)don't know how to use PR professionally
 - b)don't know the regulated process of contribution (push code directly to master)
- 2.unfamiliar with the springBoot, frontend, backend.
- 3.most team members don't have modelling experience
- 4.how to balance and distribute team members' work

solutions

- 1.improve form mistakes and learn how to collaborate on github more professionally gradually through the project.
- 2.learn from online tutorials and weekly workbooks
- 3.Stephen created a tutorial for other team members and consequently we can help him on modelling and lighten his burden
- 4.insist collaboration

Functionality

Which room are you looking for?

Enter Your Current Location Room Number

Enter The Room Number You Looking For

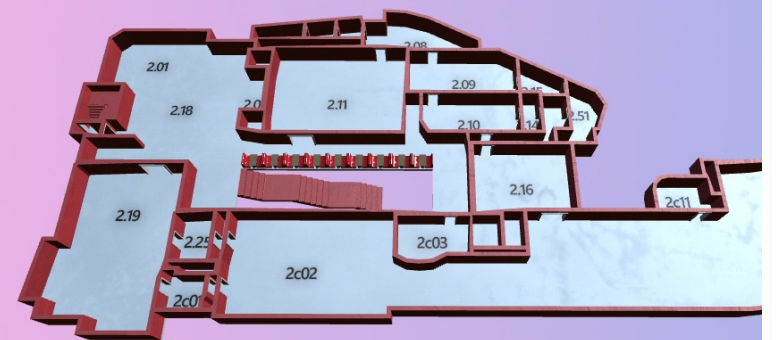
SEARCH

Which do you prefer, stairs or lifts? ☐ SORT

+ - ↑ ↓

- 1.Enter location and destination the shortest path can be shown
- 2.Click +- up/ down arrow can zoom in zoom out upstairs downstairs
- 3.Drag mouse can rotate the model
- 4.Click on the model can make the wall invisible to see the room number clearly.

About project



Aim : the aim of the project is to create an app which can aid students and staff of UOB to find their way to destination when they access an unfamiliar building. main features need to build up:

- 1.3D model
- 2.a pathfinding algorithm
- 3.neat and clear front end
- 4.host the app on website

About Client

Our client is a researcher in queen's building, struggling find ways to different rooms while attending meetings. There comes the idea that a 3D Building project might help him on finding path to meeting rooms.

Now, we have had him interacted with our newest update version and there is a positive feedback.