



Bi-Weekly Report 9

AR Portal for GOSH DRIVE

Team 36

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COMP0016 System Engineering

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Overview:

The phone app can now show 360 videos, as well as having integrated the passcode system to access private AR rooms. We aim to implement the 360 videos into our 2D web app so that it is fully completed, and continue working on our 3D web app.

Tasks Completed:

- The passcode for the privacy setting has been integrated with the phone app
- 360 videos can be shown in the phone app
- Finished abstract and poster for the student showcase
- 360 videos hosted on YouTube can be specified from the web app
- Apply for Amazon Web Service student account
- Write scripts to load AssetBundle at run-time

Planned tasks:

- Integrate the 3D editor into the original web app
- Set up AWS EC2 server for web app
- Integrate 360 videos from Youtube in the 2D web application

Client Meeting:

We aim to meet the client in the upcoming weeks as we finish implementing the AssetBundle scripts as well as the completion of our back-up 2D web app.

Personal Reports

Yin Long Ho

I implemented the passcode feature and 360-degree video player of the mobile app. I am also setting up an Amazon EC2 server for the web app. Currently, the primary task is to complete the core functionalities of the 3D web app, including features like uploading 3D models, exporting map JSONs and AssetBundles.

Chirag Hegde

I found and fixed a number of bugs found in the 2D application and added support for 360 video links. I have also begun work on the 3D webapp to bring it up to equal functionality with the 2D webapp.

Haonan Zhang

I finished both the abstract and poster for the student showcase which will take place on April 23rd. As well as this, I helped with integrating the 360 degree video scripts within the 2D web application. Moving forward, I will be working with Chirag to finish the 3D application.