



Bi-Weekly Report 2

AR Portal for GOSH DRIVE

Team 36

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Overview

With a firmer understanding of our client's requirements and the data collected from the users, we went about determining the best paths forward, as well as the testing of our designs.

We first identified a number of requirements and from there decided which of our paths forward met those requirements.

Tasks Completed

We met with our clients in order to fully clarify the information given in our project brief and using the additional information to perform a second round of user feedback.

This information was used to determine a few approaches that may be feasible depending on the outcome of some of the tasks.

We also created a list of requirements from the information we collected during our meeting:

Feature	Priority
The user must be able to move within augmented reality space	Must have
The user must be able to interact with 3d models within the augmented reality space.	Must have
The content should be medically focused	Should have
The content should contain branching interaction trees to better interest the users.	Should have
The process of adding new content could be quite easy.	Could have
The experience could contain a 3D model of a doctor to guide the user through the content.	Could have
We want it to be easy to add more environments.	Want to have
We want to have an online portal to easily create and share online environments.	Want to have

Planned tasks

One of the immediate tasks in the upcoming period is to familiarise ourselves with Unity. No one on the team has experience with the software, but it is both the foundation for the pre-existing prototype and one of the better available environments for creating AR systems, which makes it a priority.

Furthermore, we will be meeting our client to properly familiarise ourselves with the prototype they have available as well as discuss our current designs in order to settle down on a final design to start making progress towards.

Client Meeting

17/10/18 - First meeting with the client. We clarified the requirements of the assignment brief as well as the desired output for the product. We also set up another meeting (planned to be on 31st October) to go over the app demo that they said they had prepared so we had a clearer idea of how to go about the project.

Personal Reports

Yin Long Ho

I looked into various options for developing an AR Android phone application, including ARCore and Vuforia. Also I was getting familiar with Unity which is a real-time engine that we will use to develop the application. I have set up the development environment and built a basic AR prototype app using Unity with Vuforia to ensure some MoSCoW requirements are feasible. The final choice of which AR technology will we use is still to be determined.

Chirag Hegde

Over the last two weeks, I worked to refine the concepts collected from our users and from the client. Based on the information that we had collected, I collaborated with my team to determine various designs that would achieve what we set out to do, and which of those designs were more viable. In one case, I also drew simple diagrams to allow the use of one of our phones as a physical prototype in order for us to discover any immediate usability issues.

Haonan Zhang

After attending the meeting with the client, I discussed and refined the MoSCoW requirements for this task for the next client meeting. I also aided the prototype design, finalised the persona design from our user feedback as well as researching methods to improve user experience. I have also begun to set up the Unity workspace and am working to familiarise myself with the environment.