



Bi-Weekly Report 3

AR Portal for GOSH DRIVE

Team 36

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Overview:

We had our second meeting with the client to clarify some aspects of the app and web portal, as well as revising our MoSCoW requirements to better reflect the brief.

We then scheduled a third meeting with one of our clients, Nadia, so that we could take a look at some demo apps already made and discussed in previous meetings. After the meeting, we had a better idea for the app we are to make in the future.

Tasks Completed:

We met with our clients twice to further clarify and revise the requirements. We got a better understanding of our project, as well as looked in the demo apps that our clients had already made to clear up our misconceptions. Below is a revised version of our MoSCoW requirement list.

Feature	Priority
The user is able to move within AR space.	Must have
The user is able to interact with 3D models within the augmented reality space.	Must have
360-degree video within AR space.	Must have
The user is able to walk into a generated AR room through a portal. This generation process requires phone camera and plane detection.	Must have
Include medical related content.	Should have
Increase interactivity of the app by letting users choose what could happen to a object.	Should have
A web app that allows users to create and generate new maps/rooms. The mobile app is able to import the map files.	Should have
Include 3D model of a doctor to guide the user through the content.	Could have
Add analytics which tracks application usage, video views and object click counts.	Could have

Planned tasks:

Our first task is to retrieve a phone that can support ARCore from GOSH, which Neil says he will arrange for us. This will allow us to test our app in the future.

We also need to do further research into the ARCore API, as well as continue to familiarise ourselves with Unity and go through tutorials and the tutorials that Nadia sent us to help us create the AR Portal and experience.

The last task is to produce a website and upload contents about the project. We will continue to add new information as we progress through the year and make improvements to our app.

Client Meeting:

27/11/18 - Second video meeting. We clarified the brief and further revised our MoSCoW requirements to better reflect the brief we've been given. We scheduled our third meeting at NTT for the next Monday in reading week.

5/11/18 - Our first in-person meeting with Nadia at NTT. She showed us two demo apps: the AR Portal, where you would walk through a 'door', and some AR dancers that were displayed in the room. She also sent us some tutorials to follow as we learn Unity.

Personal Reports

Yin Long Ho

After revising the list of requirements, I started to work on some essential features of the project, including plane detection and the AR Portal & room generation. Currently, the app can detect plane surfaces and draw grids on them, as well as placing a 3D Portal model on any detected plane. Also, I am preparing some contents that we are going to put on the project's website.

Chirag Hegde

After the two meetings with the clients, I continued familiarizing myself with Unity and google ARCore through online tutorials. I also began sketching plans on how to go about creating the portal based on what I had learned. After that, I also helped finalize the amended list of requirements and began work on the general layout of the website.

Haonan Zhang

After going to both the meetings with the clients, I helped revise our requirements list as well as document the tasks we plan to do next. I've started watching the tutorials Nadia gave us as well as multiple beginner tutorials of Unity and ARCore itself. We've also started planning out our website so that we can start making it this week and we'll host it on Azure.