



Bi-Weekly Report 8

AR Portal for GOSH DRIVE

Team 36

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COMP0016 System Engineering

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Overview:

We have made progress on the 3D web application which uses WebGL, while the phone app has been updated to use the new and slightly more secure system that uses the new passcode feature.

Tasks Completed:

- The passcode for the privacy setting has been completed
- The phone app has been updated accordingly with the above update
- Research technologies (Unity web player, Blend4Web) for 3D web app
- Build 3D model editor
- Write scripts to automatically pack .fbx files into Unity's AssetBundle

Planned tasks:

- Integrate the 3D editor into the original web app
- Write scripts to load AssetBundle at run-time
- Set up a database for the mobile app for storing downloaded room configurations
- Research suitable libraries for voice recognition in Unity

Client Meeting:

We have communicated with our client and plan to meet in the coming week.

Personal Reports

Yin Long Ho

I wrote some scripts that convert fbx models into Unity's AssetBundles. But I am still working on the part where Unity loads AssetBundle at run-time. Also, I built a basic version of the 3D web app using three.js, replicating the style of Unity Editor. Current functions include fbx model loading, moving, rotating and scaling objects.

Chirag Hegde

I have completed the server-side security requirements for the web app, ensuring that the password needs to be provided in order to edit or alter the world in any way. I have also been working to become familiar with WebGL in order to work on the 3D version of the room editor.

Haonan Zhang

I helped finish the passcode setting to enhance the privacy of the app so now the worlds all require a password before use in the phone app. The next few weeks, I'll be familiarising myself with WebGL and plan to help in implementing the new web application.