# Individual Contributions Breakdown Page

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## **Objective & Deliverable**

As we know SCSU has so many buildings and one of the most important buildings is the Buley Library. One of the biggest problems students face in Buley is locating different study rooms and departments in the Buley library. This project will deliver a 3d virtual tour model inside Buley library locating study rooms, self-checkout for books, Printer locations, IT Help Desk, Academic success center, Hoot loot deposit machine and Library services desk.

## **Motivation**

This project will help current and incoming students along with the SCSU staff members locate these locations through a virtual tour. Students can control their navigation and spend time in the areas that are most relevant to them. With a virtual tour that has an interactive 360 map, embedded videos, and relevant information about the school, students can have an experience that makes the school come alive in a new way

## **Significance**

A virtual tool will help save students a lot of time. Take a scenario whereby a student is planning to book a study room to prepare for their final exam in Buley. Instead of having to travel from their present location to come and ask for the room around the convention, they can just go on this tour prior to their study hours and view where their rooms are located instead of wasting their time looking for the room. This saves them valuable time and money. The same scenario goes for finding departments.

# **Section II: Related Work**

## **Alternative Software/Tools**

For this project, we will be using a Theta Z1 360 Degree Spherical Camera with Dual 1" Sensors USA Model camera. This camera will allow us to capture 360 photos of Buley and allows the user to see clear and high-performance angles. We will also be going to use Kuula Software to connect all the pictures together and make it a virtual tour. We will also be using Visual Studio code to create our website design. We will be using HTML, CSS, bootstrap, JavaScript and React to create this website. We can either host this website locally or we can use google cloud platform to host the website so that everybody can see our project. By implementing 3D virtual tours our college can now reach students on the other side of the country and can make the campus accessible to more students than ever before. 3D virtual tours make it possible to engage with students who ordinarily wouldn't be reached. It is far better than having a 2d model with less functionality. 3D tours can help students engage more with the content and have a better understanding of certain details about departments and colleges.

## **User Benefit**

# Section III: Features

## Main Features

# Section IV: Design Specification

## ER Diagram

## Class Diagram

## User Interface Diagram

# Section V: Implementation Details

## Software Components

## Required Tools and Technologies

## Timeline

# Section VI: Test Strategy Applied

## Unit Test

## Integration Test

## System Test

# Section VII: Discussion

## Unresolved Issues

## Limitations

## Future Directions

# Section VIII: Conclusion

# References

# Appendix