Uforia documentation for the next developers

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# Introduction

Uforia is an open source project on which multiple teams have worked, mostly as a school project. The last team only worked on the frontend (Uforia-browser). They made an authentication/authorization module, implemented the SB Admin v2 theme, refactored all the AngularJS code and started working on case management.

In this document you’ll find information about the refactoring that took place and up until which point they worked on the case management. Strictly for developers. This is not a document for people who want to know how Uforia works and what features are in it.

# The structure

The structure which the previous team completely refactored is pretty simple and of course not made up by themselves. So if you don’t want to wander around in the code and just want to know how it works, please use this tutorial as a reference: <https://scotch.io/tutorials/angularjs-best-practices-directory-structure>.

# Case management

First, before you read this, please go to Arnim Eijkhoudt to discuss the details of this module. You’ll have a better understanding what’s going on in the code and what needs to be done.

What they’ve already made for case management:

* Overview;
* Create case;
* Edit case;
* Set active case.

The overview, create and edit case are pretty standard and not quite finished yet because as you can tell by looking at it, while running Uforia, you can see that an overview of which evidence you’ve tagged, who tagged it, what the end date of the investigation is, etc. Aren’t in there yet.

The ability to set a case to active is used for tagging evidence. When searching for evidence you will be able (if you develop it) to tag that evidence so it has a relation with a case to avoid that an investigator has to select a case each time he tags evidence. The active case is different per user and is saved in the preferences field of a user object.

# Branches

Be careful that the master branch always has a working version of Uforia so Uforia could be demonstrated on events. Furthermore there is a case branch and a case\_tag branch. Case\_tag is to finish what the previous team started on tagging evidence and the case branch is where all those sub features come together. If you’re going to work on cases then create a branch from the case branch and call it case\_[feature]. If you’re done, merge it back to the case branch.