**Virtual Reality Land Viewing**

1. Problem Statement chosen

Make property walkthroughs more interesting

1. Solution
   1. One app on Pk’s phone that allows him to see the land in a 3D perspecyive through his google cardboard
   2. Another app on his co pilot’s tab which shows the land in as 2D image, and zooms in only into the part that PK is viewing
2. Technology Stack Used
   1. Unity for 3D viewing of land on PK’s phone
   2. Alljoyn for communication between the devices
   3. Android java for the rest
3. Solution design
   1. A Unity App takes care of producing a 3D view using a picture got from the database.
   2. At the same time it acts a server which sends the x,y coordinates of view point to the client (tablet)
   3. The x,y cordinates are sent everytime the 3D view is updated
   4. The x,y coordinates are sent via Alljoyn Framework hence facilitating data transfer between heterogenous Operating Systems
   5. One the x,y coordinates are received on the client end, a scroll is performed on the image on the tablet app, hence highlightening on the area that is being veiwed in the 3D app.

5. Future enhancement

When the tablet wants to communicate with the unity app, a touch needs to be made on the tablet app, the coordinates of touch are communiated to the 3D app, and a arrow is drawn on the 3D view indicating the user to turn in the specified direction

1. Instructions to run

Build the project and run as android application