

Planning Document

Project: MyWuff AR App

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Revision History

Date	Description
9/5/2023	Initial setup
14/5/2023	Update features, sprints, product backlog
28/5/2023	Update features, sprints, product backlog
1/6/2023	Update scope, features, sprints
2/6/2023	Update introduction
2/6/2023	Finalising the document

1 Introduction

1.1 Purpose of this document

This document provides the outline of the development plan for the MyWuff AR app. It defines the scope of the development and the features to be implemented along with the sprint plans to set goals for development stages. Each sprint is organised to deliver the goal within a timeline to help better direct project management with a theme. Based on the sprints, the product backlog is presented to organise the features in relation to allocated sprints and priorities.

1.2 Development Scope

Due to the limited development time and resources, only some elements from the design document will be implemented. To demonstrate the potential benefits of using AR technologies, the key features that utilise these technologies are prioritised to be included in the development. The prototype app from the development will have a few features that use AR technologies and demonstrate the key benefits of the app. Therefore, the setup process and the utility functionalities will be excluded. Additionally, features that require high-level technical knowledge such as the walking feature with GPS and the speech feature with voice recognition will also be excluded.

2 Features

Based on the scope defined in the previous section, the features that will be included in the development are identified below with priorities.

ID	Feature	Category
S01	Setup process to customise AR pet at the beginning	Future work
T01	Tools menu for users to access mode controls	Future work
T02	AR mode for turning on/off AR functionality	Future work
T03	Sound on/off	Future work
T04	Camera to take picture or video	Future work
T05	Store for purchasing products	Future work
T06	Bedtime mode to send AR pet to bed	Future work
T07	Exit to pause and quit the app	Future work
A01	Activity menu to access activity functionalities	High Priority

A02	Walk activity to take AR pet to walk outside	Future work
A03	Toy activity to play with AR pet	High Priority
A04	Gift activity to place purchased objects	High Priority
A05	Feeding activity to feed AR pet	Middle Priority
V01	Voice or text input to give commands to AR pet	Future work

3 Sprint Plan

Scrum sprints framework is used to plan and manage the agile development. The following sprints define goals and time frames with dependencies. Each sprint is designed to be deliverable in a week to complete the development in time.

ID	Objective	How	Due Date
SP1	Know AR functionalities and solutions for Unity and iPhone.	Research websites and YouTube videos	21 Apr
SP2	Prototype AR object placement component. Dependency: SP1	Follow YouTube, Unity tutorials, and course materials. Test solutions and solve issues.	28 Apr
SP3	Prototype AR image tracking component. Dependency: SP1	Follow YouTube, Unity tutorials, and course materials. Test solutions and solve issues.	5 Apr
SP4	Prototype model animations.	Follow YouTube, Unity tutorials, and course materials.	12 May
SP5	Integrate functionalities and components. Dependency: SP2, SP3, SP4	Implement tested components into a Unity project. Test the integration and solve issues.	19 May
SP6	Implement UI components and integrate them with functionalities.	Import UI graphics and setup Click	26 May

	Dependency: SP5	functions. Test the integration.	
SP7	Test the app. Dependency: SP5, SP6	Conduct an integration test and user tests.	1 June
SP8	Revise the app. Dependency: SP7	With test results, fix issues and improve quality.	2 June

3.1 Sprint Themes

The following agile themes are defined to describe the high-level strategic direction for the app development.

SP1: Know AR functionalities and solutions for Unity and iPhone

Investigate solutions and plan how the features in the app can be achieved.

SP2: Prototype AR object placement

Introduce the object placement to facilitate the toy and feeding activities in the app.

Related feature: A03, A05

SP3: Prototype AR image tracking

Introduce image tracking to facilitate the gift activity in the app.

Related feature: A04

SP4: Prototype model animations

Introduce the animated model to enhance user engagement with AR pets in the app.

Related feature: A03, A05

SP5: Integrate functionalities and components

Provide combined components as features with interactions to the app.

Related feature: A03, A04, A05

SP6: Implement UI components and integrate them with functionalities

Provide ways to access the features in the app.

Related feature: A01, A03, A04, A05

SP7: Test the app

Discover issues and parts to improve.

SP8: Revise the app

Improve the app quality.

4 Product Backlog

ID	Theme	Feature	Design Elements	Priority	Complexity	Sprint Assigned
A 01	Provide ways to access the features in the app	Activity menu to access activity functionalities	Activity icon, Walk icon, Toy icon, Gift icon	High	Middle	SP6, SP7, SP8
A 03	Introduce the object placement to facilitate the toy and feeding activities in the app	Toy activity to play with AR pet	Toy icon	High	High	SP2, SP4, SP5, SP6, SP7, SP8
A 04	Introduce the image tracking component to facilitate the gift activity in the app	Gift activity to place purchased objects	Gift icon	High	High	SP3, SP4, SP5, SP6, SP7, SP8
A 05	Introduce the object placement to facilitate the toy and feeding activities in the app	Feeding activity to feed AR pet	N/A	Middle	High	SP2, SP4, SP5, SP6, SP7, SP8