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Case Study

(Augmented Reality Room Designer)

In the case of the *AR Room Designer*, a virtual reality system letting the user to modified and manipulates the room they are in, this can lead to the software development life cycle process of the **agile process**. The **agile process** can be described as the planning is **incremental** and **continual** as the software developed. In the case study, there are already some requirements basic that the customer/consumer needed. These are the requirements that will lead the development team to analyze, look at the specification of the system, validate the system, and when is ready to release it. Which this follows the basic layout of the software process, but after the release of the software, the software will be **continuing and increment to include more functionalities**. Therefore, it is an agile process as the document, the customer/consumer also requested future functionality in the system of the AR to include placing virtual object in the room and painting the room and replace flooring. Overall, the system of AR is rapidly changing due to many requests from the customer/consumer and leading to the process of the agile process for the software.

As reading the case study, the *AR Room Designer* system have some of the basic requirements that needed in the system plus some additional functionalities that are incorporated in the future. The basic requirement from this system is to have **sensor map out the room** they are in, and user **can modify the dimension size of the room** they are in. They can **resize, add/remove, change the location of the windows and doors**, also they can **add/remove and move location of the security sensors and placeholder furniture** (wall-hangings, plants, miscellaneous items). And be able to **save/load their project** from the system. This is some of the basic implementation that the system needs at first. Some of the future implementation that can be incorporated in after release of the software system can include **upgrade placeholder furniture into a catalog library of real-life object** furniture, and the ability to **recolor wall or change flooring**. And this is so far all the requirements that was listed in the case study and more can be added depend on the market and what the user want from the system itself.