

January 21st, 2021

In the attachment below, it shows the image of the graphic of the software process from the case study - AR Room Designer.

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graph TD
    Spec[Specification] --> Req{Requirement(s)}
    Req -- "#1" --> AR3D([AR 3D the room they are in])
    Req -- "#2" --> ModRoomDim([Modify Room dimension])
    Req -- "#3" --> ModDims([Modify dimension, location, number of doors and windows])
    Req -- "#4" --> SecSens([Numbers & location of security sensors])
    Req -- "#5" --> PalFur([Numbers & location of palceholder funitures])
    Req -- "#6" --> SaveLoad([Save/Load project])
    
    AR3D --> DesignImp[Design & Implementation]
    ModRoomDim --> DesignImp
    ModDims --> DesignImp
    SecSens --> DesignImp
    PalFur --> DesignImp
    SaveLoad --> DesignImp
    
    DesignImp --> Design{Design}
    DesignImp --> Implement{Implement}
    
    Design --> CreateCode([Create a code that connect through sensor to detect a room])
    Design --> DesignLayout([Design the layout of how to access these options in the menu])
    Design --> BreakReq([Take the requirement and break it down to smaller step])
    
    Implement --> ImplCode([Implement the code of the requirement into the AR])
    Implement --> ImplSensor([Implement the sensor to detect the room once user wore the headset])
    
    ImplCode --> Testing{Testing}
    ImplSensor --> Testing
    
    Testing -- "If not implemented" --> DesignImp
    Testing --> Valid{Validate}
    
    Valid --> DevCheck1([Developer check to see if every requirements has been implemented])
    Valid --> DevCheck2([Developers check to see the reuirements is working])
    
    DevCheck1 --> Release{Release}
    DevCheck2 --> Release
    
    Release --> Maint([Maintainance the program])
    Release --> Evolve[Evolve]
    
    Evolve --> FutureFeatures{Future Features}
    FutureFeatures --> ReplaceWallpaper([Replace wallpaper and flooring])
    FutureFeatures --> LibRealObj([Library of real life object])
    FutureFeatures --> Spec
    
    LibRealObj --> FutureFeatures

```