Digilocker

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Use case/ Abstract:

In our today's environment whenever a user wants to look through his bank locker, the user will have to go through many papers authentication process in order to access the locker details. Also, once the authentication completes the user will have to navigate into locker section in order to look through his locker particulars. For this problem our application provides a Biometric authentication and also Virtual Locker navigation with its real time data.

Introduction:

This application provides the Virtual view of the bank locker for the user in on-spot location which works on the Biometric authentication of the user based on his/ her identity. Then the application will be moved on to the AR locker room of the user. The application contains two sections.

- Biometric Authentication.
- Augmented Reality Locker Room.

Biometric Authentication:

This is the first phase in the application where the user will have to authenticate based on his/ her Biometric or Behavior. Where the user biometrics will be enrolled in the bank side for the locker access.

AR Locker Room:

This is the second phase in the application where the user can able to see his/ her locker room in a virtual Augmented Reality form. The real time data of the locker room can also be seen as an augmented Reality.

Technology Stack:

Hardware (Smartphone):

- Android Pie
- Qualcomm processor
- 8 GB RAM
- 128 GB Memory

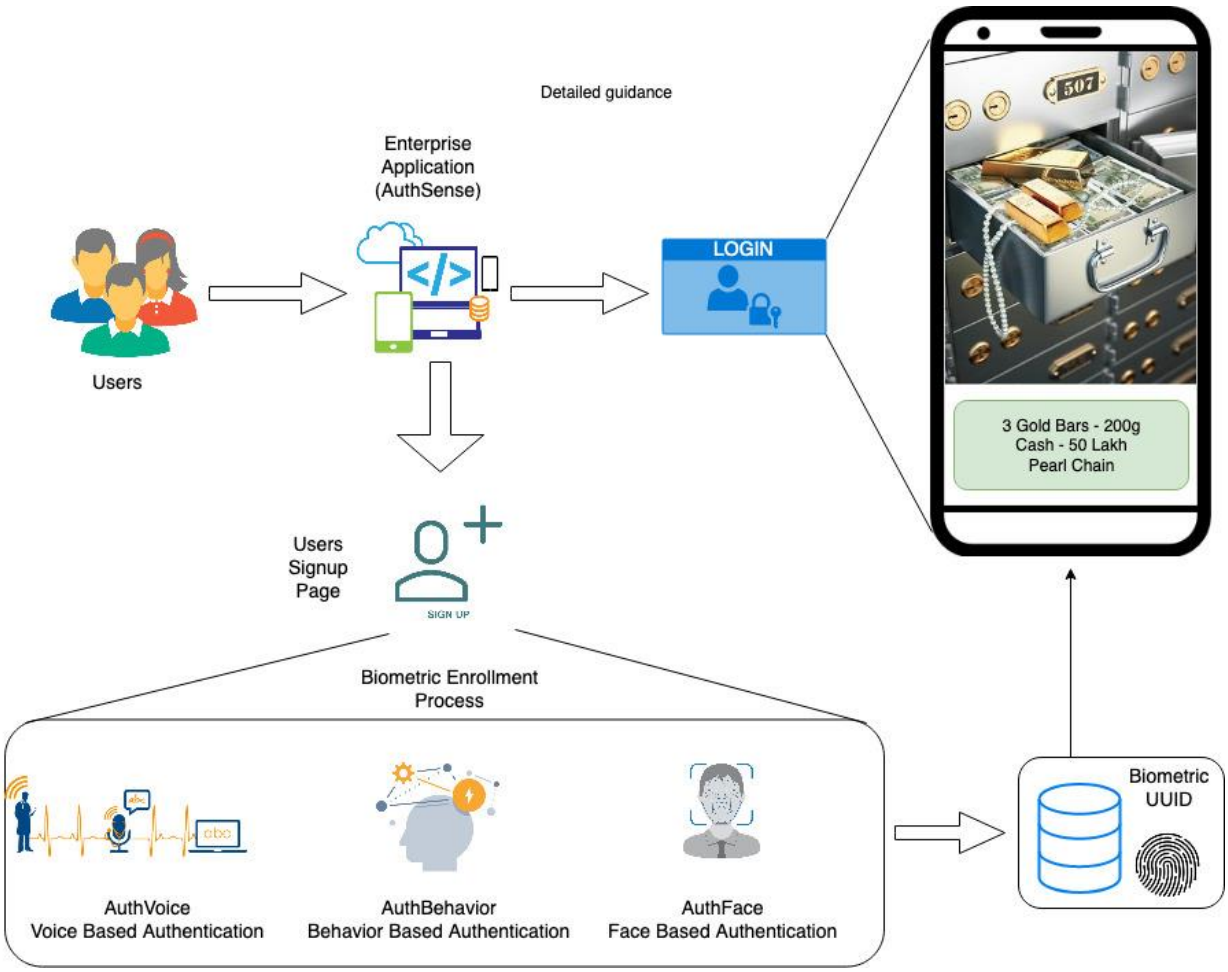
Software:

- Android Studio
- Biometric SDK
- Machine Learning API's
- 3D Object Models
- Command Line Interface

Working Methodology:

- Upon opening the mobile application in order to view the bank locker, the user will have to authenticate through Biometric/ Behavioral authentication.
- Upon completion of the authentication then the bank locker of the corresponding user will be displayed as an augmented reality containing the user specific locker details.

Workflow Architecture:



Conclusion:

Thus, the application provides an enterprise level digital level biometric security for the bank locker to be view as an Augmented Reality. This solution enables the bank to avoid the paper level authentication in order to show the bank locker to the dedicated use. Also, the bank customers also get satisfied because there is no need for navigation to the bank. So, service satisfaction is ensured on both user end.

Youtube

https://youtu.be/wcCRiMQondw