SMU AR

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Description

An augmented reality application to allow students and staff to have a fun and exciting experience around SMU's campus.

Problem

- Students may not know how use tools such as fire extinguishers or printers.
- Buildings' operating hours are not listed.
- Some professors do not have an office hour sheet on their offices and some does not have an updated one.
- Students may want to know what the facilities on campus look like but they might not have access due to reasons such as weather, after hours,or access card issues.

Solution

- Provide an app that helps students and staff know their surroundings. How to videos on specific tasks on the fly (fire extinguishers and printers).
- Provide tours inside buildings without having to be inside (e.g after hours).
- Provide professor's timetables just by scanning a code that will be attached to each professor's office.

Our Client

The client for this project is the admission office Saint Martin's University

Client Needs:

Build an application for smartphone users that can scan QR codes and display a fact video about a building or a historical fact about saint martin's university

What have we done so far?

So far we have:

1. Installed Unity, Vuforia & Android Studio
2. Got to know how to use the tools installed
3. Created a demo to test how things will work

Issues:

1. Time is our biggest issue so far (due to heavy load of classes and assignments)
2. Learning everything from scratch (building an android app & using unity)
3. Adding videos to the app may increase the size of the application by a lot

Things to do

1. Creating a nice GUI that matches SMU's them (Red & Grey)
2. Filming short clips to add to the application
3. Obtaining QR code samples
4. Putting all the pieces together to finalize the application
5. Creating test cases to test on the application
6. Interview potential users and asking for feedback to see how we can improve our application

Demo

Q&A

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