Bi-weekly Report #5

---------Back-end Portion---------

Timeline:

Established the connection between the backend Nodejs server and frontend React app.

**Technologies Utilized**:

Nodejs

Process:

Created a backend server that will handle file uploads to a storage system offsite. The backend should also be responsible for the hashing.

Foreseeable Plans:

Identify which off-site storage to implement, currently in discussion between Cosmos DB + filesystem or Cosmos DB + Azure Blob Storage.

---------Unity Portion---------

We had a meeting with the Unity Developer part of Unity Netherlands.

1. Exporting AR applications in Unity to WebGL (is this possible?) or connecting them to React
2. Use of Nethereum to connect to the blockchain with Unity
3. Vuforia for AR anchors (is this a good option?)
4. Getting files from a database in Unity and update current existing models based off of files that we got from the database.

We currently have an application that uses markers(through Vuforia) to detect where we should place the model.

The Unity application is also connected to the Blockchain service (currently I'm still using the Ropsten Test Network to test but will soon migrate to Azure Blockchain Service).

I'll be looking more into how to import CAD files into Unity and how to download files through Unity. Will also have a look at Simplygon.