Simbiotic

Hi-Fi Prototype README
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Our prototype was built using Xcode to be executed on an iPhone 7+/8+ using iOS 12. The source code is available via the repository link on our website, and the entire prototype will shortly be available as an .ipa file. For devices that have been provisioned by Stanford, the .ipa file can be installed via iTunes.

Limitations:
- We use ARKit and freely available 3D models of household items to build out our simulation interface. There are several limitations of this, so please be patient!
  - ARKit sometimes has difficulty recognizing planes to anchor the objects to, so it may take a few tries to place them.
  - In order to tap on the objects and have the answer choices for the simulation show up, you must move close to the object. Occasionally, because of the way that the 3D models are set up, it may take a few taps.
  - The text boxes within the AR experience can not be easily styled, so it was difficult to get their appearance to match that of the rest of the app.
- The number of simulations and questions on the roommate preferences form have been simplified for prototype purposes.
- One feature (the push notification conflict resolution reminders) has been omitted for the sake of the prototype, but can be seen in the medium-fi prototype.
- Currently, we do not store the user's entered answers, so when they reopen the app, they see the same home screen. This works for prototype purposes, but we would not want them to repeat the AR experience the second time they open it, so for a final product this would be fixed.

That being said, we had a lot of fun building this prototype and hope you enjoy it too! Happy exploring!