

BI-WEEKLY REPORT

TEAM 29: CESAR FERRADAS VEGA, DIANA IONESCU, THOMAS ESPACH

PROGRESS OVERVIEW

Successes:

- Achieved a basic understanding of the Microsoft HoloLens and how we can use Unity to work with it.
- Completed research into existing competitors that utilise VR / AR to enhance their shopping experience.
- Project idea suggested and accepted by the client.
- Established a set of preliminary requirements.

SUMMARY OF MEETINGS

Meeting 1: Team Meeting (13/10/2016)

Met as a team to start researching solutions and to decide what research each of us would do so that we do not overlap. This has the aim of us being able to then define our scope realistically so we do not under-deliver. In this meeting we also familiarised ourselves with the Net-a-porter website and how it is structured logically (e.g. how the clothing is divided into categories).

Meeting 2: Supervisor Meeting (19/10/2016)

All three teams that have a Net-a-porter project assigned to them met with our supervisor, Dr Harry Strange. He mentioned the technologies available to us like the Microsoft HoloLens, and suggested ideas regarding what we can develop to fulfil our brief. He also suggested both teams that are working in VR projects could join together (provided client approves this) to build a bigger project. Our supervisor also told us what he wants to see from us in the next meeting in a month's time:

- Have a clear idea of the project we will develop.
- Present a set of requirements from our client (at least a first draft).
- Agree with client on a minimum viable product
- Produce use cases and user stories, and scenarios.

This gave us a clearer structure of what we need to be working on in the coming four weeks.

Meeting 3: Team Meeting (20/10/2016)

Worked on learning about the Microsoft HoloLens and how to program it. We discovered Microsoft works closely with Unity which means we could learn how to use Unity, create a VR program and upload to the device to test it. With this opportunity in mind we believe we can make a realistic VR

system that can be given to shoppers to show them Net-a-porter products in a very real and interactive way.

The idea we have in mind at the moment is for the users to put on the HoloLens, be given a series of options for clothing Net-a-porter sells and they can select one and the item will appear in front of them in 3D in a realistic size. Then they could walk round it and see it thoroughly.

Meeting 4: Skype Meeting with Client (25/10/2016)

Diana and Cesar had a Skype conference to establish the project idea suggested, draft some requirements and get more feedback from the client. Irina was very happy with our idea to develop the system described above (see Meeting 3). She was particularly glad that all three groups working with Net-a-porter had chosen different projects to develop which could be combined to a single bigger project. These are the rough requirements we gathered from the meeting:

- Have a log of products offered by Net-a-porter from which the user is able to select a desired product.
- Display information about the product upon selection, as much as possible.
- Display a 3D image through the HoloLens of the selected clothing that reflects its size in real life.
- Allow the user to walk around the product.
- Ideally, time and skill allowing, combining the three projects for Net-a-porter into one larger project.

TASKS COMPLETED

- Thorough research into existing ways to integrate VR/AR into the shopping experience.
- Documented all the research we have carried out on a shared Google Drive.
- Project website is now running with a user friendly template. This is where we will add all of our progress including research (<http://students.cs.ucl.ac.uk/2016/group29/>).
- Met our client on Skype to present them with our project idea and gathered some draft requirements from her.

PLAN OF ACTION

In the following two weeks we aim to accomplish the following:

- Finalise our preliminary research into the tools we need to utilise to code a program into the HoloLens.
- Learn how to use Unity (online courses, practice) to get a grasp for the difficulty level of the project so that we can give a realistic idea of how much we can deliver with the time given.
- Come up with a solid, realistic idea for our project that we are comfortable carrying out.
- Polish our requirements of this project, including establishing the Minimum Viable Product and the Gold Standard.
- Design use cases, scenarios and user stories.

INDEPENDENT WORK**Cesar**

Set up private GitLab repository for documentation of our software and source code. Added all the members of the team to it and set up correct permissions and access. Carried out and compiled the research on the HoloLens and how we can use technologies we are already familiar with in Unity to interact with the device.

Diana

Did research on VR and AR by analysing different methods in which they are currently used in retail, how other competitors implemented them in their customers' shopping experience and their success by using this technology. Came up with new possible ideas for the project.

Thomas

Did extensive research into the existing technologies that incorporate VR into the commerce world. Set up the group website on the CS web server with a basic HTML bootstrap template so we can begin adding content to it.