BI-WEEKLY REPORT

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

PROGRESS OVERVIEW

Successes/Progress:

- Furthered our research into HoloLens development including choosing a specific language for development.
- Began research on automated testing libraries for Unity.
- Preliminary requirements developed further into MoSCoW format.
- All team members completed various courses on Unity3D and the HoloLens.
- Populated our project website with our research and progress reports.

SUMMARY OF MEETINGS

Less meetings than usual in these two weeks due to the Scenario Week. We were all working and meeting our teammates on that project.

Meeting 1: Skype Meeting (07/11/2016)

Skype meeting with all team members to get up to date with what everyone has been working on independently and set some targets for what we need to complete. Thom has made significant progress on the website. Cesar and Diana have completed their research sections.

Meeting 2: Skype Meeting (11/11/2016)

All teammates met to establish requirements in MoSCoW format now that we had had a chance to learn Unity, UnityScript and HoloLens. The list of requirements we came up with was agreed by everyone in the team and we all believe it is a realistic set of targets we can achieve.

Meeting 3: Lab Meeting (17/11/2016)

Established our next steps and added the respective tasks to our Asana page where we monitor our progress. Thom and Cesar to work on UI prototypes and building simple Unity VR programs. Diana to carry out research on development technologies (Agile, Scrum, Waterfall) to decide on which one we will use to develop this project.

Decided on the best format for the website (will be a multi-page site rather than a single page). Diana emailed the client regarding the requirements list we came up with in meeting 2. We will update the requirements according to our client's response and to the results of testing simple voice command and gesture programs in Unity to see if they are achievable.

TASKS COMPLETED

- Gained a greater understanding of what is possible in Unity in the given timescale we have
- Started looking into how deployment to the HoloLens will work from Unity, including studying the system requirements of running the emulator.
- Individually we have delved into 3D modelling and controlling 3D models in Unity through JavaScript which will give us a foundation to start working on.
- Set up a virtual environment with Windows 10 (x64) running Unity and Visual Studio which we can use for the deployment - this way deployment could be automated through PowerShell or other means.
- Use cases and user scenarios have been created that give us a better understanding of the system.

The project is running on schedule and we are making consistent progress. Our teaching assistant is also very happy with our current progress.

PLAN OF ACTION

In the following two weeks we will:

- Understand programmatic UIs and menus in virtual reality.
- Create very simple Unity programs with voice controls and gestures to see if tentative requirements are achievable.
- Finalise our requirements via a meeting with our client after we know what we can achieve.
- Send use cases and user scenarios to the client to see if our understanding of the project we are building coincides with what our client wants.
- Begin to prototype the UI and the system to show client what we will be creating.

INDEPENDENT WORK

Cesar

Compiled the research of all teammates into a comprehensive document that was added to the project website, including correctly formatted references in Harvard format. Liaised with other teammates to decide upon a realistic set of requirements, and wrote them down in a MoSCoW format, including a description for the Minimum Viable Product and the Gold Standard. These requirements will be reported back to the client for acceptance. Also added missing sections to the website which are to be filled in as we work on the project.

Diana

Created User Scenarios that present how users will interact with the app in a given situation in order to complete their goal, did research on Unity by following two courses for 3D development on Lynda.com, set up a GitHub account, joined all the team members and created a new project, kept the communication active with the client.

Thomas

Embedded progress reports into the website, documented use-case descriptions, followed a “Unity - Programmatic UI” course on Lynda.com to get to grips with programmatic instantiation of dynamic UI elements in 3D space and researched into automated testing using Unity Test Tools.