

# BI-WEEKLY REPORT

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## PROGRESS OVERVIEW

### Successes/Progress:

- Agreed set of final requirements with client.
- Developed system prototypes to show basic system functionality.
- Improved and finalised our initial research.
- Experimented with the HoloLens for the first time.

### Problems:

- Minor clash of requirements with team 1, which was sorted in our meeting.

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## SUMMARY OF MEETINGS

### Meeting 1: Supervisor Meeting (22/11/2016)

Thom and Cesar met with our supervisor Dr Harry Strange along with the other YNAP teams. We discussed our current progress including showing Dr Strange our requirements that were almost final, and our research.

There were some similarities between project 1 and 3, so the teams discussed how to make them distinct projects. We also discussed building our systems with integration of all the projects in mind. This would mean, for example, that we could have a mock API that returns the same JSON object after a user asks a question, so that the chat-bot feature is possible to implement.

Dr Harry Strange suggested that we needed to do research into the Microsoft HoloLens, Oculus Rift and other Virtual Reality devices so that we can justify our choice of device better.

### Meeting 2: Lab Meeting (24/11/2016)

Our team tested simple prototype systems on the HoloLens, designed UI sketches and managed to get gestures and rotation sample programs to work.

### Meeting 3: Client Meeting (29/11/2016)

Diana and Cesar skyped with Robin Glen to finalise our requirements. Our client was happy with team's progress. Also discussed UI design which will be lower priority than the actual functionality of the system. Furthermore, Robin mentioned how the app would be used in context. Namely, EIPs could use the app when they come visit YNAP offices, which helps us get more context about the app's use in real life.

**Meeting 4: Lab Meeting (01/12/2016)**

We updated our user scenarios according to the latest requirements that we discussed with our client, used the Microsoft HoloLens to experiment more prototypes, wrote our report, made final changes to our research and began writing the Proof of Concept design plans.

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**TASKS COMPLETED**

- Studied programmatic UI and menus in virtual reality using Unity.
- Started experimenting and building some basic UI applications to demonstrate what is feasible with Unity.
- Arranged a meeting with our client to decide on our final set of requirements.
- Sent use cases and user scenarios.
- Sketched prototypes of the UI and the system to show client what we will be creating.

The project is still running on schedule. Our supervisor and teaching assistant are both happy with the progress made.

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**PROBLEMS TO RESOLVE**

A potential delay is that we do not have any 3D models of clothing to add to our app. The other YNAP group working on Virtual Reality is more ahead on this than us and have acquired a 3D scanner. We must liaise with them to see if we can use their models so we do not waste time on this during term 2.

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**PLAN OF ACTION**

In the following two weeks, we will:

- Finish our website into a presentable version. This involves finalising the following sections:
  - Prototypes
  - UI Development
  - Testing research
- Complete prototypes in Unity to contribute to our Proof of Concept plan and to add to the website.
- Design wireframe sketches to show behaviour of our app depending on user choices.
- Finalise research on how to automate testing and test types to be used.
- If time is available, we can start coding our project and pushing our changes to our GitHub repository.

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**INDEPENDENT WORK****Cesar**

Built sketches of the UI design to show to our client to decide on basic interface design for the application. Organised and formalised the website contents to prepare for the final submission. All pages have been added but some must be populated still. Finalised the research section of our website by properly formatting the sources in Harvard style and proof-reading the entire section. Agreed with our client on a final set of requirements.

**Diana**

Updated the user scenarios per the latest requirements, wrote research on the difference between HoloLens and Rift, kept the communication between the client and the team by organising Skype meetings and started working on the Proof of Concept.

**Thomas**

Migrated all our research, documentation, requirements etc. to a new website template pulling content from an organised Google Docs/Drive folder. No more editing of website layout required, only updating of content in the Google docs. Began developing test prototypes for HoloLens, including forming and understanding of the structure of a HoloLens app, using object oriented design principles. Will look to UML diagrams for next step.