

BI-WEEKLY REPORT

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

PROGRESS OVERVIEW

Progress:

- Finished our website which summarises the planning stages for our Proof of Concept.
- Obtained clothing assets from other NAP team to use for our initial development.
- Completed prototypes to demonstrate main features of PoC.
- Finalised research on unit testing.

Problems:

- Lack of communication with Team 1 means overlap between our apps that must be resolved.

SUMMARY OF MEETINGS

Meeting 1: Team Meeting (05/12/2016)

Cesar, Diana and Thom met to establish roles as of what to do over the Christmas break. We would all work on one section of the initial development. Cesar will focus mostly on the video while Diana and Thom will work mostly on the actual app development.

Meeting 2: Lab Meeting (08/12/2016)

Met with our teaching assistant and went over our website. He gave us some feedback regarding final changes we could make to the website before the submission deadline.

Meeting 3: Supervisor Meeting (14/12/2016)

Reported on our current progress, prototypes status and future plans for the Christmas break. We talked about the distinctions between our project and the other HoloLens project (Team 1) and discussed the possibility of incorporating spatial mapping into the application by building a simple spatial mapping prototype using a basic model asset.

Ensured Team 1 works on the 'HoloReflection' project (HoloLens projection through a mirror) as a focus and on dressing up a model of a human avatar, whereas our team will focus more on creating a virtual catalogue of NAP products, with close product interaction. This will provide clear differences between the projects.

TASKS COMPLETED

In the past two weeks, we:

- Finished our website into a presentable version.
- Completed prototypes in Unity to contribute to our Proof of Concept plan and to add to the website.
- Designed wireframe sketches to show behaviour of our app depending on user choices.
- Finalised research on how to automate testing and test types to be used.
- Pushed some initial code to our GitHub repository.

PROBLEMS TO RESOLVE

We have increased our communication with Team 1 to make sure both projects are distinct (as mentioned in summary of meeting 3). Team 1 will provide us the 3D scanned clothing and we will provide research to avoid duplicating work. We also must determine if it is possible and practicable to merge the two teams to develop a bigger project. Will discuss this with both teams together and then see if it is allowed.

PLAN OF ACTION

In the following two weeks (over the Christmas break) we will aim to complete the following:

- A simple spatial mapping prototype with a basic cube that can be positioned in a room and be walked around.
- Integrating our separate voice recognition and hand gesture prototypes into a unified prototype with the ability to switch between rotating and zooming with a voice command.
- Completing our individual reports, documenting our individual efforts in the design flow so far.
- Put together our video reporting on our development of the PoC.

INDEPENDENT WORK

Cesar

Wrote up the entire UI Design page of the website. This involved sketching diagrams of what the UI would look like in general and sketching the path the users take from the main menu to viewing a product. Liaised with NAP team 1 about sharing of resources: we provide some of our research, they provide the 3D clothing scans.

Diana

Researched various testing methods and wrote the user acceptance testing which involved presenting the most appropriate method to use; in our case “black box method” which means that the testers are going to use the app without any knowledge about its functionality.

Thomas

Completed the website for submission by improving the design of the website and uploaded all our remaining content sections to it. This included getting all the rendered Google doc data as HTML for our site, as we were told our method of linking our website to dynamic Google documents is not allowed. Worked on building basic Unit Tests in Unity to demonstrate the possibility of unit testing our Unity-C# code when we get to it.