BI-WEEKLY REPORT

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

PROGRESS OVERVIEW

Successes/Progress:

- Implemented the "like outfit" functionality which successfully updates user preferences.
- Implemented the "view liked outfits" functionality to see all the outfits the user has liked.
- Integration of YMAL API with the above points to work as a recommendation engine.
- Added animation to buttons in order to improve user experience.
- General bug fixes to improve user experience.

Problems:

- Bugs still present which prevent the smooth experience of the app.
- Graphics appear slightly grainy and 2-dimensional in HoloLens - may be due to the low grade compressed images being pulled from the API.

SUMMARY OF MEETINGS

Meeting 1: Lab Meeting (14/03/2017)

Met early before our actual scheduled lab meeting. Cesar worked on getting the YMAL API fully integrated into our existing code so that we did not have to "hard-code" any product IDs into the app. After several errors and changes in data structures utilised, we succeeded. Thomas focused on building to the HoloLens to test our app that until now had only worked in the emulator. No success. He also looked into the possibility of adding better hand gestures (swiping instead of clicking) but this proved to be difficult.

Meeting 2: (18/03/2017)

Cesar and Diana met to debug some of the code and work on the project website. Little progress was done since the HoloLens run out of battery so we could not use it. We worked on updating our website contents instead.

Meeting 3: Lab Meeting (21/03/2017)

Met early before our actual scheduled lab meeting. Diana worked on improving the website before our progress presentation later in the evening. Thom focused on testing his newly developed functionalities (liking and viewing liked outfits) on the HoloLens. Behaviour was very promising. Cesar added to the website and helped Thom debugging the application. Our TA and Dr Yun Fu were shown our website and our app and are satisfied with our progress.

TASKS COMPLETED

- Successfully deployed to the HoloLens which resulted in a stand-alone app that works as long as there is an active network connection.
- Added the functionality to like outfits and to see current outfits.
- Added button animations.

PROBLEMS TO RESOLVE

A potential delay is that there are some .jpeg images which have the same tone of white as the outside so the shader does not display it correctly. This may be a result of images on the website having their whites "blown out" prior to being uploaded. We have come across only a few pieces of clothes like this but it is a problem nonetheless.

Furthermore, there is currently a bug after adding large number of outfits to the liked outfits section, which causes the hand gestures not to be recognised when browsing through the favourites.

PLAN OF ACTION

In the following two weeks we will:

- Attempt to improve the shader to remove remaining white spaces in some of the images pulled from the website.
- Attempt to improve the HoloLens representation of the Unity Scene to improve the 3D appearance of the models.
- Attempt to add swiping instead of tapping gestures.
- Perform basic unit testing on our methods.

INDEPENDENT WORK

Cesar

Finished integrating the YMAL API to our existing application so that our app started acting fully as a recommendation engine. Throughout this process he also solved some bugs that were hindering performance.

Diana

Worked on updating our website with new content and adding the missing sections, preparing it for submission.

Thomas

Did most of the work in these two weeks. Implemented the liking and viewing of outfits solely by himself and did some bug fixing as well. Added the new images and buttons, the titles and the rest of surrounding code that works along with the new functions and animations.