

EE/CprE/SE 491 WEEKLY REPORT XY

Start Date – End Date: 1.8 - 1.19

Group number: 08

Project title: VR UI design for engineering

Client &/Advisor: Pin & Chu

Team Members/Role:

Yuwen Xia - Team Leader

Xueyuan Chen - Coding team member

Zheng Fang - Coding team member

Hongji Luo - Research team member

Jiancheng Zhang - Research team member

Ziming Liu - Coding team member

o Weekly Summary

At the beginning of semester, we have our first meeting with advisor to discuss the accomplishment of last semester and the forward issues in our project. We lay down the plan, job distribution for this busy semester. Then, during the weekend, coding team start to make User interface with menu, controller and object. They will be able to work functional by controller in hand. Those are a small demo for next meeting with client.

o Pending issues

- Yuwen Xia, Xueyuan Chen, Zheng Fang, Ziming Liu:

In our design, menu bar could be moving to anywhere on the scene and freeze in the sky. So, we have programming problem on setting gravity to object.

- Jiancheng Zhang, Hongji Luo

Deciding the orientation of patent research.

o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	VR UI Demo	7	7
Member Xueyuan	VR UI Demo	8	8
Member Zheng	VR UI Demo	8	8
Member Hongji	Patent research	6	6
Member Jiancheng	Patent research	6	6

Member Ziming	VR UI Demo	7	7
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o **Comments and extended discussion**

During Unity programming, we have discussion of following topic.

- How do you handle the UI occlusion issue.
- How do you measure the accessibility/usability issues (how is this design better than the other designs from the ease of use perspective).
- How do you handle the situation that we need to add more functionality later (extensibility).

o **Plan for coming week**

1. VR UI functions of movement programming
 - Selection (toggle part selection)
 - Move Part (move selected part; toggle part movement)
 - Draw (Draw line; color)
 - Navigation (Fly; Teleport)
2. Presentation of UI design demo to client
3. Patent search and troubleshooting