EE/CprE/SE 492 BIWEEKLY REPORT 4
Start Date – End Date: 2.19 - 3.4
Group number: 8
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 - Coding team member
Jiancheng Zhang - Research team member
Ziming Liu - Research team member

o **Weekly Summary**
These two weeks, we finish 80% of our idea of VR UI design and demo to the client and he is satisfied with current progress. For the next one month, we will work on literature review, presentation and finish the VR UI design.

o **Past week accomplishments**

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

- Complete following parts of VR UI design: menu, tool belt, background, move and drag function and ruler function.

Jiancheng Zhang, Hongji Luo:

- Made the timeline for next two month.
- Search for the solution of coding for the menus and serval functions.

o **Pending issues**

Ziming Liu, Xueyuan Chen, Zheng Fang:

- Ocullasion: if the menu (the object with high priority) is blocked/under/within another object, such as table, menu will have obvious color(red) on the side, so that the people can see the shape of the menu and know its location.
- Usability: On screen text guild people how to use the screen.
- Belt tool: object need to be taken out
- Usability: On screen text guild people how to use the screen.

o **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	VR UI Demo	10	41
Member Xueyuan	VR UI Demo	9	40
Member Zheng	VR UI Demo	10	42
Member Hongji	Patent research	10	40
Member Jiancheng	Patent research	11	40
Member Ziming	VR UI Demo	10	42

o **Plan for coming week**

Yuwen, Xueyuan, Zheng, Ziming
- Solve the pending issues especially the function of drag item out of tool belt.
- Literature review

Jiancheng, Hongji
- Presentation
- Research paper

o **Summary of weekly advisor meeting**
- Still has the problem with belt tool (can take the object in, but still can't take it out)
- The menu can now be floating around or stick with the controller
- Menu has "ruler" function as an example to show how to use the menu