

EE/CprE/SE 492 BIWEEKLY REPORT 5

Start Date – End Date: 3.5 – 3.18

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

We have fixed the majority issues with our design, and made a demo during the monthly meeting with our client and advisor. However, new problems have been detected by our client and manager:

1. Occlusion problem: this problem has been mentioned by client so many times, but we think we still might misunderstood the meaning from client. We thought the only thing we need to do is figure out menu cannot be seen when it is covered by another object. But we only have completed first part, we also need to indicate the its location.
2. Usability: we also discussed this before, then main idea of our project is making engineers more convenient with operating. However, just like games we have played, no matter how easy it is, we need have some texture or visual instruction to let the user knows how to operate.

For those week we mainly focused on those issues, and trying to solve them. However, we haven't completed yet.

o Past week accomplishments

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

- Completing the design
- Trying to add texture within interface to guide people to operate

Jiancheng Zhang, Hongji Luo:

- Trying to start with final paper and final presentation
- Helping Coding group with texture guide

o Pending issues

Coding Group:

- The Occlusion and Usability issues.

o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	VR UI Demo	8	49
Member Xueyuan	VR UI Demo	9	49
Member Zheng	VR UI Demo	9	51
Member Hongji	Patent research	10	50
Member Jiancheng	Patent research	9	49
Member Ziming	VR UI Demo	8	50

o Plan for coming week

Yuwen, Xueyuan, Zheng, Ziming

- Continue working on the two issues, and try to solve them at the start of April

Jiancheng, Hongji

- Do some researches about other product, analyze and compare them with our interface to show the advantage of our design

o Summary of weekly advisor meeting

- Should have the rough paper and presentation with all of the design before next meet with client.