

EE/CprE/SE 491 WEEKLY REPORT XY

Start Date – End Date: 3.23 – 4.6

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

This week is the last week we demonstrated project to client, we searched solutions for previous problem(occultation) and we came up with that the exact solution we want was already given by oculus rift patter however it is not free since the desired function is already achieved and transparent blocking object will not influence how it works we decide we leave it like that. Another problem we had for tool belt was fixed and object or function can be stored and reused without any issues. We also made up an instruction video as a tutorial for those who are not familiar with our product and we continue with literal research by comparing our product with our existing VR software.

o Pending issues

As a whole team,

The menu cannot be recalled with one button as we intial design and client doesn't like this idea so we need to fix it as soon as possible. Other than that, literal review are also wanted with deeped and further reasearch. Team report and poster are desired by this course and we just get strated.

Jiancheng Zhang, Ziming Liu, Zheng Fang: A demo tutorial video for final presentation

Hongji Luo, Yuwen Xia, Xueyuan Chen: fix bug and improve as client desired.

o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	Literal Review	4	53

Member Xueyuan	Advantage Analysis	5	54
Member Zheng	Code and demo	6	57
Member Hongji	Literal Review	4	54
Member Jiancheng	Tutorial video	6	55
Member Ziming	Tutorial video	4	54

o **Comments and extended discussion**

The problem we had for now was not as designed initial at the beginning however during coding implementation such problem occurs and we ignore that for convenience. Such behavior is not acceptable and will cause more seriously in the future. Other than that, as a design project client prefer research paper to real project so we need to focus on the other part.

o **Plan for coming week**

1. Fix menu call back problem.
2. Raise height of tool belt for convience.
3. Fix bug that menus will disappear after calling function.
4. (Optional) Overview in front of tool belt we trying to grab something in tool belt without looking down.