

EE/CprE/SE 491 WEEKLY REPORT XY

Start Date – End Date: 8.28 - 9.11

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

In this week, we meet with our client Dr. Pin and advisor Chris Chu, and we discuss about what is our project and work distribution. After that, we start to collect useful information of VR and start to make a PPT. Some of us start to learn unity and C#.

o Pending issues

- Team Member Yuwen Xia: still working on unity (programming language)
- Team Member Xueyuan Chen: learn C#
- Team Member Zheng Fang: learn C#
- Team Member Jiancheng Zhang: learning HTML5
- Team Member Ziming Liu: make a PPT for VR research

o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	Team member work distribution	5	5
Member Xueyuan	In charge of website upload	7	7
Member Zheng	Make a 2D UI	6	6
Member Hongji	Make a 2D UI	5	5
Member Jiancheng	Information of VR market	5	5
Member Ziming	Information about how to make a VR interface	6	6

o Comments and extended discussion

Basically, in this week, two of ours need to research and make a record of the process and the rest of four people need to learn unity, a tool to design interface. I play the role of searching all information of project background and what we need to make the project become real.

o **Plan for coming week**

- Team Member Yuwen Xia: contact with Dr. Pin about company visit and lead members to work on unity
- Team Member Xueyuan Chen: Learn HTML5 and edit senior design website. Additionally, learn unity
- Team Member Jiancheng Zhang: make a PPT with Ziming for next meeting about our research on VR.
- Team Member Ziming Liu: make a PPT for next meeting about research on VR.

o **Summary of weekly advisor meeting**

1. decided the time to visit client's company (move to his office during a Friday meeting, starts with 4:30, extends the meeting time) and meet advisor weekly.
2. Short report about learning unity and research, build a whole page about ui design, downloads the templates from the website
3. On week 3, we will visit the company to see what the Engineering VR UI looks like and show what we learn.